CU AMIGA

THE ULTIMATE GAMES GUIDE TO THE ULTIMATE COMPUTER

NOVEMBER 1990 £2.95
DM16 PTA 770 AN EMAP PUBLICATION

TOTAL RECALL TOTAL EXCLUSIVE!

THE FIRST AMIGA REVIEW OF THE NEW ARNIE GAME

ON THIS DISK!

PLAY TOP-NAME DEMOS! SUPER OFF-ROAD RACER (*VIRGIN GAMES*) AND PANG (*OCEAN SOFTWARE*), PLUS *ANOTHER* FANTASTIC GRAPHICS TREAT!

FULL DETAILS ON PAGE 20

IRONMAN
OFF ROAD

100 GAMES REVIEWED, PREVIEWED AND TIPPED

NO DISK ATTACHED?

ASK YOUR NEWSAGENT

NEW! THE A TO Z OF AMIGA ANIMATION! CREATE A STUNNING CU "20001: A SPACE ODYSSSEY" COVERDISK – YOUR STEP-BY-STEP TUTORIAL STARTS THIS ISSUE COURTESY OF BULLFROG, THE POPULOUS AND POWERMONGER TEAM....

The Business
OOOPS UP
ZI

Can you make it through 100 levels of joystick wrenching action as you attempt to avoid and destroy a screenful of bouncing rocks?

Featuring SNAP's top ten smash hit as the backing sound track - Ooops Up will have you hooked the moment you play and won't let go!

Here is what a couple of the magazines had to say:

THE ONE: "A product that packs so much playability that its fit to burst.... one of the most compulsive pieces of computer entertainment you are ever likely to encounter... sound is impressive... ONCE PLAYED FOREVER ENGAGED!"
Overall score: 91%

CU AMIGA: "Furiously addictive... a highly entertaining original game that will have you returning to it time and time again."
CU Screenstar: 85%

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DEATH
CONCT

DEATH
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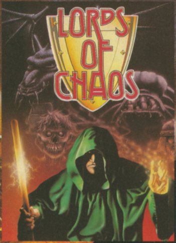


Take a journey to a mystical land where Arch Mages battle for supremacy of magical new worlds - battle to become the LORDS OF CHAOS.

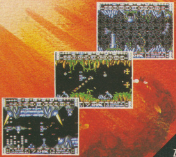
Produced by the designers of Laser Squad, Mythos Games have packed excitement and strategy into a game bursting with features: 1 - 4 players can battle against each other or highly intelligent computer opponents, make potions, cast up to 45 different spells, collect treasure and fight mystical creatures in this multi-level adventure.

YS "Megagame", Amstrad Action "RAVE", Commodore Format "CORKER".

Available on: Spectrum, Amstrad, C64
Cass £9.95, Disk £14.95.

Coming soon on ST, Amiga and PC -
£19.95 - ST, £24.95 Amiga/PC.

GOLD DRAGON



RiAX

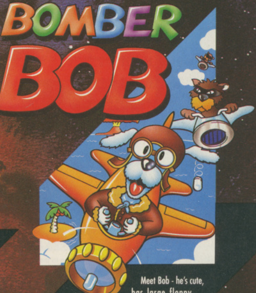
An outstanding playable shoot-em-up - Ziriax will have you battling your way through 4 gigantic levels of non-stop action. Parallax scrolling, hundreds of sprites, superb music and effects - joystick disintegrating action!

90% Joystick "Megastar", Amiga Kickstart "1" rated, 90% Amiga Joker - these are just some of the accolades Ziriax has received so far.

r for further details –

Available for Amiga only - £24.95.

BOMBER BOB



Meet Bob - he's cute, has large floppy ears, lovable face and he's got a talent for flying. Brilliant arcade action will have you addicted from the start and plenty of extra weapons, 6 levels and a variety of action will keep you hooked.

"Bomber Bob plays brilliantly - I wouldn't be surprised if it appeared in coin-op form - its THAT good... graphically top class... instantly lovable... 3 cheers for original product!"
CU SCREENSTAR 88%

Available for Amiga only - £24.95.

CU AMIGA

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For an exclusive review of Ocean's new blockbuster, turn to page 24.

Carry on up the Congo in the new arcade adventure from Palace, page 66.

SPECIALS

20 DISK ACTION This month's disk is chock-a-block with hard games action. Play the **Pang** demo, Ocean Software's outstanding conversion of the classic coin-op; plus there's Virgin Games' **Iron Man – Off Road Racer**, which recreates the rough 'n' tumble race world of one of America's fastest growing sports. PLUS **Crusaders**, the rock 'n' roll concert of a lifetime. . . .

31 VIDEO VIEW Robocop, Moon 44, Ski Patrol, Leviathan, Upworld, Encounter at Raven's Gate. What will you find in Video View — just good old fashioned movie values. . . and ketchup. . . and guts. Couch potatoes of the world unite. . . .

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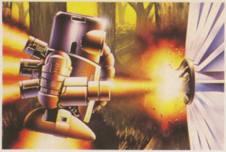

Blasting its way onto the Amiga is coin-op conversion, *Atomic Robokid.* Shoot 'em up action from Activision, page 55.

From *Betrayal* to the *Immortal*, CU brings you the reviews that matter.

96 DEALER DIRECTORY

Can't find Commodore in the Yellow Pages? Fear not, for Dealer Directory is here. We list softcos, budget houses, and hardware manufacturers in the most comprehensive listings page ever!

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113 MUSIC DIY

Amiga musician, Martin Walker, gives handy tips and hints on how to fit your soundtrack to the pace of your game. Tying in music to match the action in a game is a tricky business - Martin gives a professional's view.

116 GRAPHICS DIY

The column everyone is talking about! Bullfrog, famous for *Populous* and *Powermonger*, give the lowdown on how to animate on the Amiga. Learn how to bring the cult film, 2001: A Space Odyssey, to life and get your work on the CU cover disk.

120 ADDITIONALS

Additionals cuts the waffle. Joysticks, speaker extensions, digitisers and sound packages. All of these – and more – in handy-sized, clearly written reviews. Get more out of gaming, or creative pursuits.

YER-1
200600
AUSTRA
5-1487
HI: 3000

COVERING NOTE

A particularly foul mouthed and nasty gremlin appeared in last month's CU Amiga. We're referring to the use of an expletive on the cover disk. Understandably, many of you were offended.

CU Amiga would like to make clear that in no way was this incident planned and unreservedly apologizes for any upset it may have caused.

REVIEWS

EA's Powermonger **makes its debut at long last, and it's a corker. Bond's back in action in Domark's The** Spy Who Loved Me **and US Gold work the** Nightshift **in platform fun. Gremlin race away in their** Lotus **driving sim and Arnie tries to find out who he is in Ocean's** Total Recall**. All these reviews and many more are in the best Amiga games mag money can buy.**

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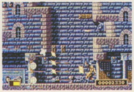
BUZZ

New softcos signs Bitmap Brothers. . . CU fave, Betty Boo, heads for the Amiga . . . Sales Curve grab five coin-op licenses . . . Commando action from MicroStyle. . . Mindscape put the Boot in

RENEGADE GAMEWAVE

Rhythm King Records have struck a deal with top development team, the Bitmap Brothers, and announced the formation of a new company. Committed to a fair deal for development teams, the new label, Renegade, hopes to soak up some of the best programming talent in the country.

The signing of the Bitmaps is something of a coup for Renegade, having enticed the team away from Mirrorsoft. Already the Bitmaps are hard at work on two new games, ***Gods*** (below) and ***Magic Pockets***. ***Gods*** is an arcade adventure based on the Greek mythology. The player takes the role of Hercules and must complete four tasks to gain his freedom and achieve eternal life. Set over four levels, adversaries in the game interact and respond to the decisions the player makes. In ***Magic Pockets***, our hero is gifted with unfeasibly large pockets. Unfortunately, some of his favourite toys have become lost in his pockets and he must find them before alien nasties can steal them. As each toy is found it can be used to increase his abilities. Hold down the fire button and watch our hero's pockets swell as the strength of his shot increases!



Renegade aims to give the computer industry a shake up and give developers pop celebrity status. There is every indication that another established development team is on the verge of signing up with Renegade. We'll bring you more news next month.

BOOMANIA

With Betty Boo riding high in the charts comes news of a computer game based on her rise to superstardom. New label, Renegade, are behind the game which is at the storyboard stage and is not scheduled to appear until late next year. Renegade's involvement is understandable as their parent company, Rhythm King, also handles Boo's recording career. Rhythm King spokeswoman, Adele, commented: 'She's a perfect subject for a game. She has a kind of cartoonish image and is popular with the age group we'll be aiming at '.

UPWARD CURVE

The Sales Curve has snapped up the rights to a fistful of Tradewest's coin-op licenses and original games. *Double Dragon III: The Sacred Stones* continues the popular series pitting Billy and Jimmy against the evil Black Warriors in a race to find the three Rosetta Stones. *Solar Jetman* features the star of *Jetpac* and *Luna Jetman* in another madcap adventure as he explores twelve alien planets in his quest to rebuild the Golden Starship. *Asylum*, described as a 'top view three player interactive heavy metal fantasy action adventure coin op license', pits Rak, Rip and Rol against the Asylum Master as they seek to escape his evil clutches. Armed with a selection of weapons and spells our oddball heroes must give it everything they've got. *Brute Force* features crack addicts, skinhead bovver boys, snipers, convicts and the Columbian drugs cartel as you seek to wipe out city crime. We'll bring you news of the fifth license, as yet unconfirmed, as soon as contracts have been signed.

RAT ATTACK

In Rat Pack, new from MicroStyle, you control four battle-hardened commandoes in life or death missions deep in enemy territory. Pick your crack squad from a dozen agents trained in hand-to-hand combat, sniping, bridge destroying and other specialist skills. Attend mission briefings and choose from a vast array of weapons and equipment to help in specific operations. The difficulty comes in coordinating the actions of all four commandoes. Once the game begins each commando commences pre-planned missions although it's possible to take real-time control of any one member at any time.

BOOT BOYS

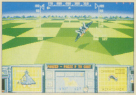
Mindscape International are looking to put the boot into the competition with the signing of *Das Boot*, a game based on the real life experiences of German U-boat captain Peter Ali Cremer. Re-enact the action and excitement of sub warfare during World War II with missions in the Arctic, Norway, Gibraltar and the Bay of Biscay. Dodge underwater mine fields and depth charges, evade enemy subs and attack strategic land based targets. The game will also go some way to show the cramped and claustrophobic conditions of a German U-boat.

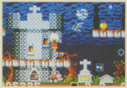
In other news, Mindscape have announced the development of *Mega Fortress*, based on the best-selling novel, Flight of the Old Dog. A modified B-52 Bomber is sent on a mission to prevent nuclear war. Assuming the roles of the five crew members, the player must confront MiG 27s and MiG 29s as well as practicing resource management on the way to the bomber's target, a Soviet laser base.

Blue Max lets you fly eight classic fighters and test your skills and reflexes to the maximum. Featuring a soundtrack from the original film, actual historical missions, an instant replay facility and multiple 3D camera views, this one'll be crash landing in the softshops early next year.

ATF II

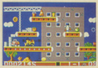
Get in the cockpit of the next generation USAF Stealth Fighter in the latest game from Digital Integration. Enemy forces are intent on global supremacy and the Stealth Fighter is the only weapon that can turn the war in favour of the Allies. Load up with air-to-air and air-to-ground missiles, destroy strategic military targets and change the course of the war. Out now.





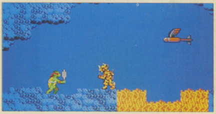
CAR-VUP

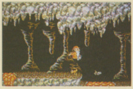
Vroooooom! Core Design screech into action with a 48 level, horizontally scrolling platform game featuring Arnie, a cartoon car with more tricks stuck up his exhaust than we'd care to mention. He's a loveable old rust bucket but the dastardly Captain Grim has kidnapped his pals and now Arnie wants revenge. Equipped with invulnerability bumpers and spare tyre mines, Arn must travel to eight worlds and free his friends. Packed with special features and clever skits on classic games such as *Space Invaders*, *Pac-man*, *Bubble Bobble* and *Donkey Kong*, *Car-Vup* is out in November.



TEENAGE MUTANT HERO TURTLES

Those ninja-chucking turtle dudes are high-kicking their way onto the Amiga this month, courtesy of those pizza guzzling boys and girls at Image Works. The aim of the game is to turn the villainous Shredder into turtle soup and rescue reporter April O'Neil from his evil clutches. Taking control of each turtle, you must stalk Shredder and his Ninjitsu Warriors through six New York gangland territories. Using secret sewage passages to move about, you'll also come up against Bebop and Rocksteady, a deadly terrorist team intent on blasting the turtles to smithereens.



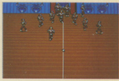


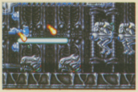
ENCHANTED LAND

The beautiful kingdom of Damiran has been conquered by the evil black magic of a powerful sourcerer. You play Kurgan on his quest for fame, magic and the restoration of the kingdom to its former glories. Set over 6 levels, you must collect magic at each stage to open the door to the next level which is guarded by murderous warriors. *Enchanted Land*, a multi-directional jump and run platform game, is out at the end of October.

PROSOCCER 2190

Soccer in the 22nd century – it's fast, furious and requires total commitment. Two World Leagues, the American and European, each have eight teams. A game lasts 60 minutes, divided into four quarters. Played in an enclosed area the ball cannot go out and each team can make an unlimited number of substitutions. You coach the team, select the players and set the tactics. Statistics keep you clued as to how your team's performing including shots on goal, tackles and goals scored. The first game from Vulture Publishing, out now.



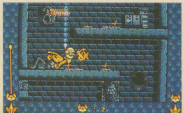


Z-OUT

The long-awaited sequel to *X-Out* is soon to be upon us. With 6 different levels, each featuring wave after wave of futuristic attack-hungry fighters, the game's graphics bare a strong resemblence to the beautiful artwork of Geiger, the artist behind the spectacular scenery in the film, Alien. Featuring 10 different weapon systems and, we're told, the biggest end-of-level baddies ever seen, look for this Rainbow Arts release in November.

NINE LIVES

Ol' Bob Cat's hormones are playing up and he's decided it's time to settle down. He's had his eyes on Claudette Cat for some time, but as Bob gets ready to serenade his beloved she's carted off by two of the Mad Scientist's henchmen to his lab. It's up to Bob to save her. *Nine Lives*, a platform game from ARC, has four massive levels, each with over a hundred rooms to explore and some tasty animation. Out November.



BUZZ

Robocop, Batman in new compilation. . .

New budget labels from Ocean, Electronic Arts. . .

Arabian Nights comes to the Amiga. . .

Ranx Xerox smashes his way into trouble

YOU HAVE 20 SECONDS TO BUY

Horray for Hollywood! Ocean have announced plans for a Christmas compilation featuring four smash hit games. The Hollywood Collection features *Robocop*, *Batman*, *Indiana Jones* and *Ghostbusters II* and could well be seling by the stocking load this crimbo....

IN BRIEF

Ocean have announced plans to release a series of 16-bit budget titles next month. The Manchester-based softcos is to expand its successful Hit Squad operation to include Amiga budget games. The first seven titles will be ***Batman the Caped Crusader***, ***Wizball*** and ***Arkanoid 2*** from Ocean's back catalogue, ***Last Ninja 2*** from System 3, and ***R-Type***, ***Super Hang-On*** and ***Afterburner*** from Activision. Not to be outdone, Electronic Arts have also moved into the 16 bit budget arena with Star Performers, a new range of titles including ***Interceptor***, ***Ferrari Formula One***, ***Keef the Thief*** and ***Powerdrome***.

A new budget line has also been announced by Impressions (more details next month), with Virgin Games getting in on the act with five original text adventures from Infocom set for an Amiga budget release. Look out for ***Zork I***, ***Planetfall***, ***Wishbringer***, ***Hitchhiker's Guide*** and the excellent ***Leather Godesses of Phobos***(!) this October.

TOP
TIME
SCORE
COURSE
STAGE 1
23
SPEED 263KM

As we went to press, we also learnt of a new company, Connect International, which will handle Psygnosis' back catalogue of games and release them at budget prices. With all this activity in budget games CU will launch a new budget column in the new year. Watch for it!

ARABIAN NIGHTS

Step back in time to the days of the Arabian Nights in the *Prince of Persia*, a new adventure game on the Broderbund label. As the Prince of Persia you must escape the dungeon and rescue the Princess before she's forced to marry the evil Grand Vizier Jaffar. The game combines exploration and puzzle solving which range over 12 levels and 250 screens. To achieve realistic character movement, Jordan Mechner, author of *Karateka*, spent almost a year working from hundreds of old movie classics studying thousands of individual frame stills. Out in the new year from Domark.

ULTRAVIOLENCE AT UBISOFT

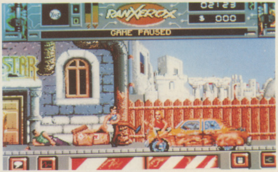
WHAT DO YOU THINK YOU ARE DOING! GET YOUR PAWS OFF MY FRIEND!
KROK

Ubisoft unveiled an impressive line up of titles for the autumn at last month's CES.

Most intriguing were the French softcos' plans for a game featuring cult comic book anti-hero, Ranx Xerox. Ranx is an ultraviolent android embued with extraordinary strength and an extremely violent nature who likes nothing better than tearing apart (literally) underworld slime. If you happen to get in his way, watch out! Ranx's computer debut is sure to cause quite a stir, not least because of the comic book character's infamous reputation.

Ranx, an arcade adventure, is set in the near future when the world's economy is on the brink of collapse. A psychoplague is sweeping the planet and thousands of people are falling victim to the deadly illness which results in complete madness. Even the President of the United States has gone bananas (*Are you sure this is because of the plague? - Ed*). You've got to find the cure and save mankind from the loony bin. In typical Ranx fashion this involves blasting away lots of punks, perps and underworld bosses. Out now, full review next issue.

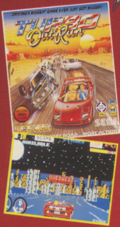
Other games include *BAT*, a roleplaying adventure set in the twenty second century. The Bureau of Astral Troubleshooters are sent to Selenia, an Earth mining colony where the galaxy's only source of interplanetary fuel is found. The outpost is under attack from Urangos, a mad genius intent on total domination. You have been selected to eliminate Vranger and return peace to the cosmos.

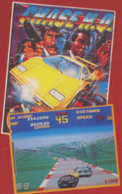


WHEELS OF FIRE

THE ULTIMATE DRIVING COMPILATION

xperience the thrills and spills of high speed racing from the four greatest driving games ever!


DRIVING'S BIGGEST GAME EVER JUST GOT BIGGER!
Turbo Out Run
SEGA
OFF ROAD...MORE ACTION!
SCORE
AVAILABLE


CHASE H.Q.
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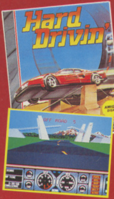
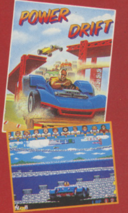
DISTANCE
SPEED
STAGE


Hard Drivin'
AMIGA DISK
OFF ROAD 5


POWER DRIFT

Your Ferrari F40's hot and raring to go. Battle bumper to bumper in a thrilling 16 stage race across the States with each new terrain a different challenge.

"An outstanding conversion which shouldn't be missed"
C&VG

Slip behind the wheel of your turbo charged Porsche in hot pursuit of dangerous criminals. Drive by the seat of your pants to avoid the hosts of hazards on the busy streets and tracks.

"Absolutely incredible. The best driving game ever. Superb"
Sinclair User

Take your life in your hands to race both speed and stunt tracks. Jump the bridge and attempt the incredible loop the loop, all in fabulous solid 3D – it's the ultimate driving simulation.

"...contains all the features of the arcade game and plays brilliantly. An absolute must for all boy racers"
C&VG

It's fast and furious and you're in pole position. Power your way round 27 stomach churning circuits. Step on the gas and let your opponents eat dust!

"Hours of racing thrills in what is surely the best Power Drift conversion the Amiga is capable of." **C&VG**

SCORE
LAP
SCORE 3141590
19070
35
DISTANCE
SPEED
1:41
START
USGOLD
ACTIVISION
OCEAN
DOMARK

DOMARK

Available on: Atari ST, Amiga, Commodore 64 (cassette, disk)
Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

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BUZZ

Cybersharks from

Domark. . .

Space Shuttle ready

for launch and

F-15 II on the runway

. . . Mongolmania at

Infogrames. . .

US Gold grab a piece

of the action. . .

Millenium preview

TWO FROM TENGEN

Domark have grabbed the rights to two more Tengen coin-ops.

Thunder Jaws pits you against cybernetic sharks, mutant mantas, bionic wolves and lizard women! Grab your scubba gear and take the plunge through cybershark infested waters in your quest to rescue your pals from being transformed into grotesque lizard monsters.

The second Tengen license pitches you into the hard hitting world of Major League baseball. *RBI 2* features all 26 pro teams, each with a roster of 24 real players and is endorseed by the Major League Baseball Players Association. As manager you'll get to pick who bats, pitches and fields, and who's left on the bench. Release dates to be announced.

SPACE FACE

Blast off with Virgin in a new Space Shuttle sim next March. If you've ever wondered what it's like to fly a Shuttle Mission, now's your chance as you kit out in a NASA regulation survival suit and assume the controls. Featuring an authentic dashboard, nerve-jangling countdown and take off sequence, space walks and special missions, this one looks likely to go boldly where no flight sim has gone before.

STRIKE BACK

MicroProse look set to consolidate their position as top guns in the flight sim market with the release of *F-15 Strike Eagle 2*. Following hot on the tails fins of *F-19 Stealth Fighter*, the new game is being programmed for the Amiga by the same MicroProse UK team who worked on *Stealth*.

The original *F-15 Strike Eagle*, introduced way back in 1985, has sold over 500,000 copies. The new version features combat in Libya, The Persian Gulf, The Middle East and Vietnam.

WRATH OF KHAN

Mongolmania has taken hold at Infogrames with a wargame based on the mad tyrant, Ghengis Khan. Slay countless millions as you attempt to build an empire stretching from China to Europe and keep the populace in check by harsh military rule. Watch out for back-stabbing generals, keep your treasury full, and find and groom a worthy successor for your empire. In a world where empires rise and fall overnight, military might is not going to be enough, so you'll also have to explore economic and diplomatic routes for lasting success. For one to four players, the game lets you choose from Khan, Richard the Lion-Heart, Emperor Alexious III or Shogun Minamoto in your global ambitions for total supremacy. Out soon.

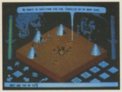
MOB RULE

The Corleone clan is muscling in on the home computer business and looking for a piece of the action. US Gold have secured the rights to The Godfather series of films and plan to release their first game to coincide with Godfather III due out early next year. In the new film Michael is an old man and a diabetic and wants to clean up the family business. In an attempt to launder the mafia's money and move it into legitimate businesses, huge sums are transferred abroad. The money is stolen and in the hunt for the people responsible the Corleone clan come into contact with the ruthless Italian mafia. All out war ensues.

The computer game will be based on the new film and will be released as an interactive adventure as well as an arcade game. To help publicize the game, the CU offices received a metal tin with a toy horse's severed head contained within. They're a sick lot at USG!

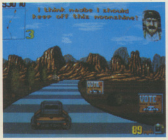
HEAP BIG GAMES

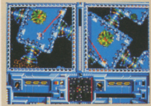
Millenium have saddled up a number of new releases for the new year, including *Outlands*, a Wild West Isometric 3D adventure. Playing the Great Spirit, you're called upon to help protect an Indian tribe against settlers and gold prospectors who are trying to drive them off their home land. In the final version there'll be 50-60 characters, including cowboys, troops, settlers and indians that the player can interact with. By using your influence level it will also be possible to control some of the characters and make them do your bidding. The ultimate objective is to win back the Indians' tribal land. Described by Millenium's Ian Saunter as a 'thinking man's *Populous*', the parser (user interface) has taken programmer, Steve Grand, 10 years to develop.



HillBilly Moonshine Racer pits you and a good ol' boy against the local sheriff as you attempt to transport moonshine to the local liquor hangout. By the same team that converted *Chase HQ* and *Continental Circus* for the Amiga, *HillBilly* has been described as 'Dukes of Hazard meets *Chase HQ*' and looks like a barrel load of laughs. Driving a clapped out truck loaded up with kegs of moonshine, you have to avoid the sheriff's road blocks and try not to get run of the road by the local cops. To aid you in your mercy missions there's a CB system which informs you of roadblocks and detailed maps of the area are available at a price! After each delivery you can buy supplies from the local store such as fluffy dice, tobacco and go-faster stripes some of which upgrade your vehicle into a turbo moonshine-charged super truck.

Millenium's third game, *Tentacle*, a futuristic shoot 'em up, is being developed by Mark McUbbin who worked on the ST version of *Shadow of the Beast*. You control a metallic hemispherical four-legged spider-like craft. Moving through a varied landscape of forests, caves and deserts, you must pick up tokens to get extra telescopic legs so the craft becomes stable and can move more easily. Featuring parallax scrolling, massive sprites and some heavy graphics, *Tentacle* is scheduled for a March release.

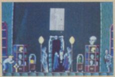




ROTATOR

Spinning its way onto the Amiga this January is *Rotator* from Rainbow Arts. Using a similar system to US Gold's Rotoscape graphics routine as seen in *Rotox* and *Operation Harrier* the game is a split screen one- or two-player shoot 'em up. With 16 colour real time zoom and field rotating effects, *Rotator* pits you against an alien invasion force who have disrupted the world's energy systems and thrown civilisation into chaos. Your mission, should you chose to accept it, involves restoring the power grid, repairing the defense system and, finally, defeating the aliens.

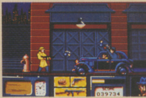
HORROR ZOMBIES FROM THE CRYPT



An army of the undead are on the rampage and are approaching the remote mansion of Count Frederick Valdemar. The scent of death seeps through the many rooms and outhouses awakening the dreaded horror zombies from the ancestral crypt and ghouls, werebeasts, vampires and spectres stalk the corridors. Yep, it's B-movie schlock time, in the latest release from Millenium. *Horror Zombies* has six B-I-G levels and over 600 screens of spinetingling action. Can you survive the Legion of Undead? Out November.

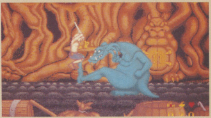
DICK TRACY

You've read the comic strip, watched the film and seen the ads. Now, courtesy of the new Disney label, you can play the computer game. The detective with a face on his chin makes his 16-bit debut in an adaption of the block buster movie. Pruneface, Flattop, Big Boy and Mumbles all make an appearance in 60 levels of arcade action as they face off against the famous detective. Coloured to match the feel of the comic and movie, it's your job as Tracy to track down the desperate criminals as they attempt to rob the city blind.

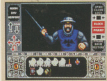


WRATH OF THE DEMON

Readysoft release a graphic adventure in the mould of previous mouth dribblers such as *Dragon's Lair* and *Space Ace* in November. *Wrath of the Demon* takes you back to the days of yore when kingdoms were riddled with Demons, princessess were regularly carted off and held to ransom and a king's honour wasn't worth twopence. It's your job to beat the demon, free the princess and stop the king from sulking. Travel through caves, swamps, temples and castles and then have a rumble with the Demon himself. With 550 screens of action, 100 different monsters and parallax scrolling, look for this one in November.



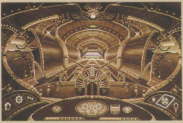
ELVIRA, MISTRESS OF THE DARK



Carry on up the Coven in the long-awaited Elvira role-playing adventure from Horrorsoft. Elvira comes up against her long-dead relative, Queen Emelda, and hundreds of her evil minions who are searching for 'The Scroll of Spiritual Mastery' which will give their leader immortality and the power to rule the world. The scroll is locked in a chest and the six keys needed to open it are scattered throughout the castle, the dungeon and its catacombs, the courtyard, gardens, a hedge maze and the castle moat. As the best spookbuster in the biz, it's up to you to stop the queen by solving puzzles, fighting demons and exploring every pixel of the 800 locations.

ECO PHANTOMS

Earth has been conquered, the population enslaved and the planet stripped of its raw materials. The *Eco Phantoms* are on the rampage and it's your job to stop 'em. You must infiltrate the four remaining domes in a hijacked spacecraft and destroy power plants, close down the main factories and free prisoners from the concentration camps. Only then can you restore the Earth to its former glories. Out now.



PUZZNIC
TAITO

The latest and greatest puzzle game to hit the Western World has now come to your computer! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the blocks and make them disappear. **Sounds easy ?**

The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!

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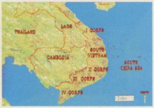
'NAM

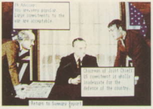
Domark are getting ready to do battle with 'Nam, a wargame with a political edge. Dan 'Hamburger Hill' Slingsby went AWOL to find out more about the game that's set to blow away the competition.

'Nam, written and programmed by Mathew Stibbe, author of the much-acclaimed *Imperium*, attempts to simulate the Vietnam war, one of the darkest chapters in American history. It examines the political and military consequences of US involvement in a war which cost the lives of hundreds of thousands of civilians and military personnel. At one point during the war, the Americans had commited well over half-a-million troops to their military effort. The full game will last for ten years, from 1965 to 1975, and mirrors the overt extent of American involvement in Vietnam. As President of the USA and Commander-in-Chief of the armed forces, you must prevent the overthrow of the South Vietnam government as Viet Cong and regular NVA (North Vietnamese Army) troops press southwards.

You'll be able to play either Johnson or Nixon for the length of the campaign (Nixon only from 1968 onwards), or pick one of three set battles and jettison the political dimensions of the sim for out-and-out wargaming. Options include the Tet Offensive by the North Vietnamese in 1968, the Khe Sanh build up of US troops immediately prior to Tet and the 1975 march southwards of the North Vietnamese Army.

South Vietnam and its neighbours. Note that the country has been divided up into four Corps Tactical Zones. Click onto each one for a more detailed map of the area.





PR Adviser:
You are very popular. Large commitments to the war are acceptable.

Chairman of Joint Chiefs:
US commitment is wholly inadequate for the defence of the country.

Your two advisers will offer conflicting advice in the game's latter stages, but it'll be up to you to make the final decisions. The buck stops with you!

The main screen will picture the President at his desk, flanked by his Chief-of-Staff and PR adviser. On the President's desk will be a stack of reports on the progress of the war and a newspaper. The latter will act as an indicator of public support for American involvement in the war. The reports give access to the main war maps and allow you to commit or withdraw troops, send in air support, offer economic aid or make other crucial decisions which will affect the course of the war.

Two graphs show the infamous 'kill' ratio and your popularity at home. You are ultimately responsible to the American people and if they don't like how things are being handled you will, in the final instance, lose the next election or be impeached. In effect, *'Nam* is a balancing act between achieving military objectives and appeasing the domestic population. As Mathew told me: 'Every commitment to Vietnam has a price. If you overcommit you run the risk of a catastrophic decline in popularity. Withdrawing units can retrieve some of your lost popularity but you are always balancing commitment against popularity'.

COLIN BOSWELL

The Amiga and ST versions of *'Nam* have been programmed by Colin Boswell, chief programmer at The Kremlin, Domark's in-house development team. As the original code was written in 'C' there was little problem in transferring the game to the Amiga. The only problem arose when transferring graphics from their original 640 by 480 screen resolution to fit the Amiga's spec. Using IFF files as templates, these had to be recoloured to match the 16 colours of the Amiga and slightly redrawn.

At 21 years of age, Mathew Stibbe is in his final year at Pembroke College, Oxford, where he is studying for a BA in Modern History. He also runs The Intelligent Games Co., and is currently working on a new game set in the world of high finance.

Between the ages of 12 and 16 he owned twelve computers ranging from a ZX81 (with a heady 1k of RAM) to an Atari 400. Taking a year off before going to college, Mathew took an assortment of part-time jobs to feed his obsession and electricity meter. It was about this time that he became interested in the history of Vietnam and decided to create a computer game based on the war.

Before much time could be spent on the game, Mathew entered college and diverted his talents to producing *Imperium* for Electronic Arts. With the game's success at the softshop checkouts, he was encouraged to dust down his Vietnam idea and found an enthusiastic publisher in Domark.

Get behind the wheel of the world's most successful rally car in a new driving sim from Gremlin. Dan Slingsby buckled up his seatbelt and took the game for a practice run.

TOYOTA CELICA GT4

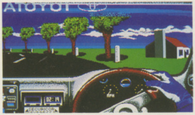
After the driveaway success of Gremlin's *Lotus Esprit* racing sim and their Suzuki-endorsed motorbike license, the Sheffield-based softcos have unveiled plans for a rally driving game based on the world-beating Celica GT4.

The license is something of a coup for Gremlin after months of negotiations with the powerful Toyota outfit. Team Toyota have just had one of their most successful seasons ever, after David Llewelyn clinched the British Open Rally Championship and Spaniard, Carlos Sainz, carried off the World Driver's Championship. The Celica GT4, with its impressive 295 bhp, is certainly the rally car of 1990 and should help Gremlin's game shift a few more units into the bargain. The game has taken over 2 years to develop and features a behind-the-wheel 3D view with digitised speech and a sprite routine capable of generating objects that take up almost half the screen.

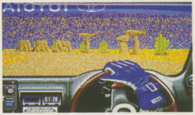
Overall, there are thirty different courses to race over, ten each in England, Mexico and Norway. Driving skills can be tested in a wide variety of climatic conditions, including rain, snow and sandstorms, each affecting the driver in a different way. For example, when it rains the road becomes slippery and the car is more difficult to control. Up to four players can take part and compete against each other as well as 3D computer controlled drivers drawn from the ranks of existing rally sport professionals.

Fungus, the computer age's own Murray Walker, hard at work.

Each race is against the clock and drivers set off at two minute intervals with penalties incurred for each crash. At the end of each stage, a special navigator option allows you to study the next course and electronically tag tough bends and 90° turns. When driving, your co-driver will now call out the approaching track using digitised speech and warn you of the difficulties that lie ahead. The co-driver is of vital importance in rally driving, so it's a useful and authentic feature to include in the game.



Aiming to repeat the success of Mandarin's *Lombard RAC Rally* game, *Celica GT4* runs at 12 frames a second and features a tough night driving sequence.



To create a sandstorm, Fungus wrote two simple routines. The first overlaid dots on the screen at random positions, while the second turned the pixels on and off.

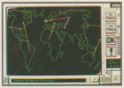
Celica GT4 has been programmed by Fungus the Bogeyman, a rather eccentric in-house programmer at Gremlin who changed his name by deed poll. He first became interested in computers at school, using an Acorn Atom, and quickly moved on to the Jupiter Ace and MSX. Three years ago, while at university in Sheffield, he approached Gremlin with a shoot 'em up, *Valkyr*, which he'd designed on the MSX. Snapped up by the softcos, Fungus has worked for them ever since and on a wide variety of titles. Although *Celica GT4* has been developed on the ST, Fungus now prefers the Amiga. 'I think the Amiga is a far superior machine; the days of the ST are numbered. Two years ago, when I started work on the rally game, the ST was considered the 16-bit standard, but today it's the Amiga. It's so much faster and doesn't hold your imagination back. If I was starting to develop the game again, I'd definitely choose the Amiga.'

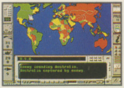
Graphics have been provided by Berni, a former spray can artist who used to earn a living painting murals in Sheffield city centre. Like Fungus, he used to hang out at Just Micro, a small computer shop owned by Gremlin supremo, Ian Stewart. Asked to help play test games, Berni was soon offered a contract and has worked on *Venus* and the 8-bit version of *Shadow of the Beast*. Only 24, he used a number of art packages for the game, including *Art Studio* for the sprites, *Degas Elite* for the screens and *Cyberpaint* and *D-Paint III* for animation.

Toyota Celica GT4 is set for a November release and should keep you driving round the bend for many months to come.

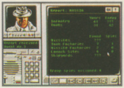
THE
FINAL CONFLICT

A SIMULATION OF POWER POLITICS AND GLOBAL WARFARE




U.S.A.

Enemy invading Australia.
Australia captured by enemy.


Report: RUSSIA

PLATO: AN
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- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

- **Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.**
- **1 to 4 players option. (Amiga and ST only)**
- **2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)**
- **Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.**
- **Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.**
- **9 types of corner kicks with full control of shot power. Long and short throw ins.**
- **Team selection from a squad of 16 with substitution and a choice of tactics.**
- **League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.**
- **Facility to view, edit and save the Action Replays and create a Golden Shots disc.(Excl. IBM & CBM 64)**
- **Facility to load Player Manager teams and tactics for a single or league game.**
- **Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.**

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
AMIGA USER INT - The best computer game ever **97%**
THE ONE - Ultimate soccer simulation. **96%**
THE ACE - Brilliant. Buy, Buy, Buy. **930.**
AMIGA FORMAT - Best footy game to have appeared on any machine. **94%**
ST FORMAT - What a game! Gem to play. Magic. **90%**
C & VG - Championship winning material. **95%**
GAMES MACHINE - Probably the best sports game ever. **92%**
COMMODORE USER - No other footie game can touch it. **90%**
AMIGA ACTION - Surpasses all other football games. **93%**
POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
NEW COMPUTER EXPRESS - Computer football event of the year.

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CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

An International class player takes charge of a third division club as Player Manager. His brief is simple **-Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, aquiring the right players from the transfer market and building a team worthy of the highest honours.

- **Unique facility to design and implement your own tactics.**
- **Over 1000 individual players, each with a unique combination of attributes and skills.**
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The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST. ACTION - A stroke of pure genius.
THE ONE - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.
THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. **920**
NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
COMMODORE USER - At last a management game that requires true management skills - a winner. **94%**
ST FORMAT - Brilliant. **93%**
AMIGA FORMAT - Enthralling and addictive. **93%**
ZZAP - Best football management game ever written. **92%**

AMIGA - ST £19.99

IMENSION IN
SIMULATIONS

Player Information
Name
A.B.Edwards
Position
Defender
Age
31
Height
176 cm
Weight
80 Kg
Pace
106
Agility
109
Stamina
85
Resilience
184
Aggression
41
Skills
Passing
107
Shooting
69
Tackling
159
Keeping
0
History
Int 1st 2nd 3rd 4th
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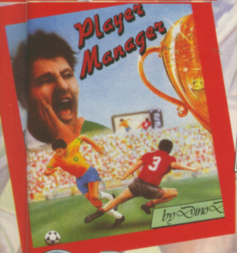
Player Manager
by Dino

THE FINAL WHISTLE
Amiga - ST £12.99 (Rel. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits.
Look at any player stats. (attributes and skill) before selecting squad.
Totally new corner kicks with full control of the power, height and trajectory of the ball.
Enhanced throw ins and penalty shots.
Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.
New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.
Linesmen and referee on the pitch.
A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.
4 new pitches - Wembley - Icy - Muddy - Non-League

And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.
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KICK OFF 2
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Draft specifications. Subject to changes without notice

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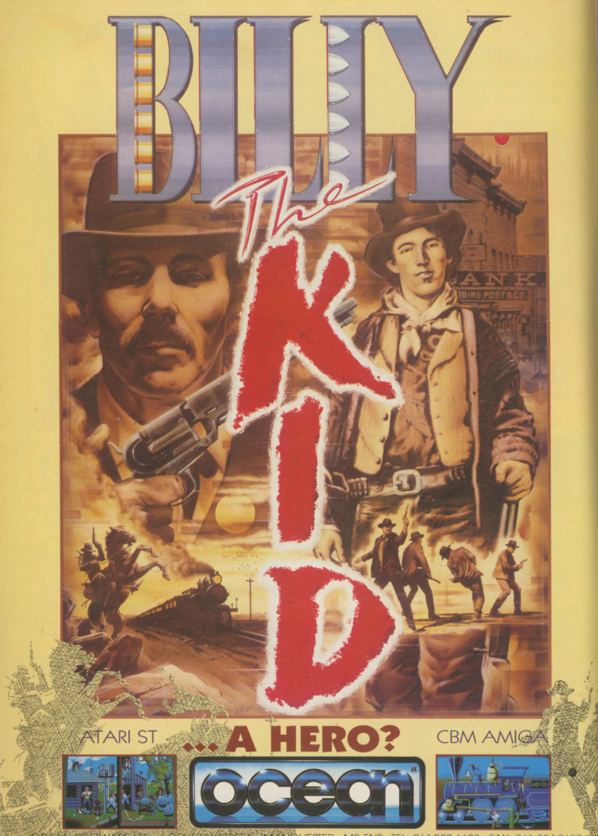
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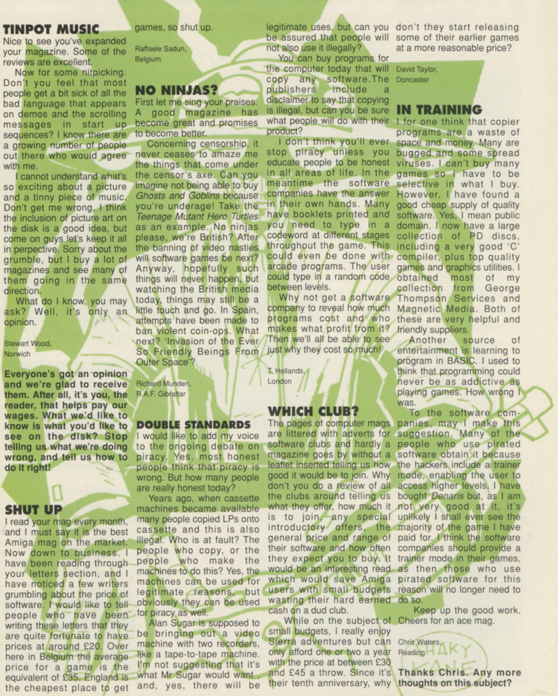
BACKCHAT



TINPOT MUSIC

Nice to see you've expanded your magazine. Some of the reviews are excellent.

Now for some nitpicking. Don't you feel that most people get a bit sick of all the bad language that appears on demos and the scrolling messages in start up sequences? I know there are a growing number of people out there who would agree with me.

I cannot understand what's so exciting about a picture and a tinny piece of music. Don't get me wrong, I think the inclusion of picture art on the disk is a good idea, but come on guys let's keep it all in perpective. Sorry about the grumble, but I buy a lot of magazines and see many of them going in the same direction.

What do I know, you may ask? Well, it's only an opinion.

Stewart Wood,
Norwich

Everyone's got an opinion and we're glad to receive them. After all, it's you, the reader, that helps pay our wages. What we'd like to know is what you'd like to see on the disk? Stop telling us what we're doing wrong, and tell us how to do it right!

SHUT UP

I read your mag every month, and I must say it is the best Amiga mag on the market. Now down to business. I have been reading through your letters section, and I have noticed a few writers grumbling about the price of software. I would like to tell people who have been writing these letters that they are quite fortunate to have prices at around £20. Over here in Belgium the average price for a game is the equivalent of £35. England is the cheapest place to get games, so shut up.

Raffaele Sadun,
Belgium

NO NINJAS?

First let me sing your praises. A good magazine has become great and promises to become better.

Concerning censorship, it never ceases to amaze me the things that come under the censor's axe. Can you imagine not being able to buy *Ghosts and Goblins* because you're underage! Take the *Teenage Mutant Hero Turtles* as an example. No ninjas please, we're British? After the banning of video nasties will software games be next? Anyway, hopefully such things will never happen, but watching the British media today, things may still be a little touch and go. In Spain, attempts have been made to ban violent coin-ops. What next? 'Invasion of the Ever So Friendly Beings From Outer Space'?

Richard Munden,
R.A.F. Gibraltar

DOUBLE STANDARDS

I would like to add my voice to the ongoing debate on piracy. Yes, most honest people think that piracy is wrong. But how many people are really honest today?

Years ago, when cassette machines became available many people copied LPs onto cassette and this is also illegal. Who is at fault? The people who copy, or the people who make the machines to do this? Yes, the machines can be used for legitimate reasons, but obviously they can be used for piracy as well.

Alan Sugar is supposed to be bringing out a video machine with two recorders, like a tape-to-tape machine. I'm not suggesting that it's what Mr Sugar would want, and, yes, there will be legitimate uses, but can you be assured that people will not also use it illegally?

You can buy programs for the computer today that will copy any software. The publishers include a disclaimer to say that copying is illegal, but can you be sure what people will do with their product?

I don't think you'll ever stop piracy unless you educate people to be honest in all areas of life. In the meantime the software companies have the answer in their own hands. Many have booklets printed and you need to type in a codeword at different stages throughout the game. This could even be done with arcade programs. The user could type in a random code between levels.

Why not get a software company to reveal how much programs cost and who makes what profit from it? Then we'll all be able to see just why they cost so much!

T. Hollands,
London

WHICH CLUB?

The pages of computer mags are littered with adverts for software clubs and hardly a magazine goes by without a leaflet inserted telling us how good it would be to join. Why don't you do a review of all the clubs around telling us what they offer, how much it is to join, any special introductory offers, the general price and range of their software and how often they expect you to buy. It would be an interesting read which would save Amiga users with small budgets wasting their hard earned cash on a dud club.

While on the subject of small budgets, I really enjoy Sierra adventures but can only afford one or two a year with the price at between £30 and £45 a throw. Since it's their tenth anniversary, why don't they start releasing some of their earlier games at a more reasonable price?

David Taylor,
Doncaster

IN TRAINING

I for one think that copier programs are a waste of space and money. Many are bugged and some spread viruses. I can't buy many games so I have to be selective in what I buy. However, I have found a good cheap supply of quality software. Yes, I mean public domain. I now have a large collection of PD discs, including a very good 'C' compiler, plus top quality games and graphics utilities. I obtained most of my collection from George Thompson Services and Magnetic Media. Both of these are very helpful and friendly suppliers.

Another source of entertainment is learning to program in BASIC. I used to think that programming could never be as addictive as playing games. How wrong I was.

To the software companies, may I make this suggestion. Many of the people who use pirated software obtain it because the hackers include a trainer mode, enabling the user to access higher levels. I have bought *Denaris* but, as I am not very good at it, it's unlikely I shall ever see the majority of the game I have paid for. I think the software companies should provide a trainer mode in their games, as then those who use pirated software for this reason will no longer need to do so.

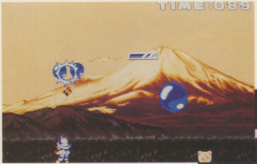
Keep up the good work. Cheers for an ace mag.

Chris Waters,
Reading

Thanks Chris. Any more thoughts on this subject?

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

THE CU COLLECTION



Pop the ballons for extra weapons, the dynamite blows 'em up and the clock freezes.

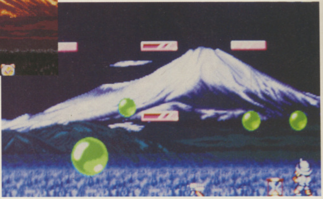
PANG

Last issue a screen star this issue the disk. One of the most addictive ever slices of arcade action, CU presents you with an incredible three levels of this wonder game, *Pang*.

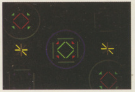
Journey around the world bursting wayward balloons which bounce around major land marks threatening to destroy them. Collect fruit for bonus points, double ropes, guns, lasers, shields, bombs and much more.

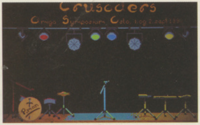
Shoot the balloons with your rope gun to break them up, but avoid the snails and the bird, because they'll cook your goose for good. Collecting a clock stops the timer, the dynamite will break the balloons down to their smallest parts and the gun gives you a rapid fire laser.

DEMO FAX Supplier: Ocean, Price: £24.99
Controls: Joystick. The game goes back to level one when you reach the end, so you carry on zapping build up a gigantic high score.



Mount Fuji at night, that's level two.



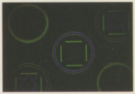


CRUSADERS

This month's demo comes courtesy of the Crusaders and was their entry to this year's prestige Tabasco Animation and Demos Awards.

Get your tickets to the gig of the millenium. The fun starts during the interval. Two silhoutted mikes stand against the blood red backdrop and a bassline throbs while the tension mounts.

The concert begins, the riffs start to roar and so do the crowd. Before you know it, you'll be treated to an explosion of concert shots and abstract motifs. Not arf, pop pickers. . . .



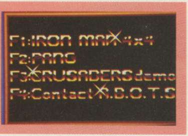
Stand-by for outstanding coin-op conversion action with Ocean Software's fabulous Pang. Get yourself in the thick of things by playing the demo of Virgin Games smashing new race game, Super Iron Man Off Road Racer. . .

DISK seven

IRONMAN
SUPER
OFF ROAD

IRONMAN
Speed Shop
Red Player Press Button
Blue Player Press Button
SKIP
INITIALS

Using the CU Amiga coverdisk couldn't be easier. There's our new, metallic-look option screen and a drive screen, which will enable you to switch off the drives without disconnecting them manually.



F1:IRON MAN 4x4
F2:PANG
F3:CRUSADERS demo
F4:Contact R.B.O.T.S

SUPER IRON MAN OFF ROAD RACER

Pull on your helmet and buckle your seat belt, racing time's here! This is your chance to play the incredible demo of Virgin Games latest thrills 'n' spills arcade epic. Take your buggy round a gruelling dirt track racing against three other players. Hit that turbo button and jump those ramps, the other racers will give you no quarter and you'd better get to the front, fast.

Collect extra cash and turbo power on the way, but avoid hitting ditches and other cars.

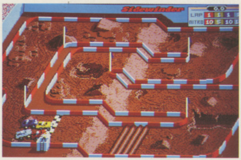
Up to three people can race simultaneously, two one joystick and one on the keyboard. But watch out, some of those turns are real killers.

DEMO FAX Supplier: Virgin, Price: £24.99
Controls: Joystick + Keyboard

GLOBULOUS

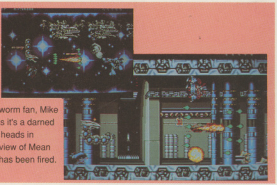
Many apologies to those of you who were expecting to see on this month's disk a playable demo of The Software Business' *Globulous.* After three attempts to secure a demo which would duplicate, we had to pull it off the disk at the last moment, by which time our disk labels had been printed and the matter was out of our hands. We're sure you'll agree, however, that with *Pang, Iron Man Off Road Racer* and *Crusaders* on disk you'll have great entertainment.

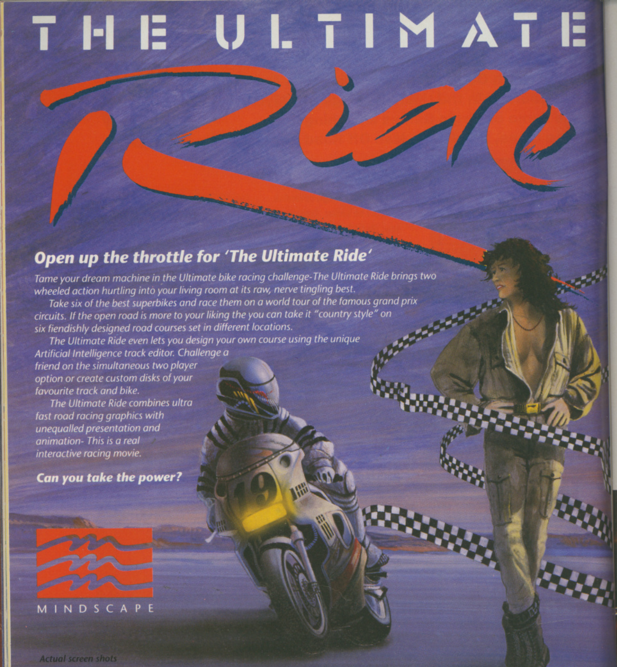
Furious driving with Iron Man



SALES CURVE – AN APOLOGY

Sorry folks, but for similar reasons to this month and Globulous, last month we were unable to bring you St Dragon on our disk. To add to that (gulp!) we printed the review of the game with wrong screen shots. Many apologies to the publishers Sales Curve. Here a couple of the right shots, and if it's any compensation, ex-Ed and Silkworm fan, Mike Pattenden, has been hard at it playing ST Dragon and thinks it's a darned fine conversion. Oh, and by the way (and now we hang our heads in shame) a Crimewave shot or two snuck into last month's review of Mean Streets. Sorry USG, sorry Sales Curve, the picture gremlin has been fired.





Open up the throttle for 'The Ultimate Ride'

Tame your dream machine in the Ultimate bike racing challenge-The Ultimate Ride brings two wheeled action hurtling into your living room at its raw, nerve tingling best.

Take six of the best superbikes and race them on a world tour of the famous grand prix circuits. If the open road is more to your liking the you can take it "country style" on six fiendishly designed road courses set in different locations.

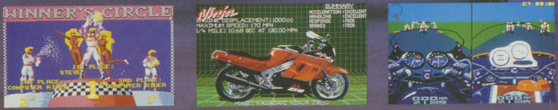
The Ultimate Ride even lets you design your own course using the unique Artificial Intelligence track editor. Challenge a friend on the simultaneous two player option or create custom disks of your favourite track and bike.

The Ultimate Ride combines ultra fast road racing graphics with unequalled presentation and animation- This is a real interactive racing movie.

Can you take the power?

MINDSCAPE

Actual screen shots


WINNER'S CIRCLE
1ST PLACE: STEVE
2ND PLACE: COMPUTER RIDER
3RD PLACE: COMPUTER RIDER

ENGINE DISPLACEMENT: 1000cc
MAXIMUM SPEED: 170 MPH
1/4 MILE: 10.68 SEC AT 130.00 MPH

SUMMARY
ACCELERATION : EXCELLENT
HANDLING : EXCELLENT
RESPONSE : FAIR
BRAKES : FAIR

MAKE: KAWASAKI NINJA ZX-10

MINDSCAPE

For your local dealer, contact: Mindscape International Limited, The Coach House, Hooklands Estate, Scaynes Hill, WestSussex RH17 7NG. Tel. 044 486 761
For further information on Mindscape products and new releases please call: 0898 234214

SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Must not be missed.

AMIGA SPEC

Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective — eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC

MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME
FRACTALS SYNTHESISED	
SOUND + COIN-OP SAMPLES	

CU SUPERSTAR

Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.

CU SCREEN STAR

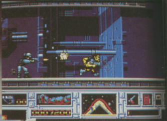
The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

THE TEAM

STEVE JAMES — Our Steve shakes a leg to almost anything. You can catch him strutting his stuff to hits from The Specials, Madness, the Beatles, Elvis, Van Morrison, and rock 'n' roll maaan.

DAN SLINGSBY — Dan's fave raves include New Order, the Cure, Deee-Lite, Betty Boo, the Shamen and, sad though it is, Kylie Minogue and Doris Day. But keep it quiet.

MARK PATTERSON — Mark's got an eclectic taste in music and swoons to the tunes of Jason Donovan, Big Fun, Sonia, Timmy Mallet, New Kids and Yell.



Arnold gets tough and takes a ride with the wacky android cabby that features in level three of Ocean's game.

TOTAL

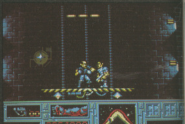
Film licences can't be the easiest games to do. It's not a criticism I'd usually levy at this particular label, but far too often originality takes a back seat, and the game ends up seeming tired and defeated. A few slabs of race game in a platform sandwich.

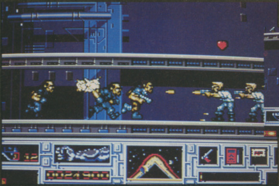
Unfortunately, a couple of slabs – or platforms to be precise – is precisely the sort of fodder dished out by *Totall Recall*. It's by no means a bad game, just a little stale. It follows a very successful formula but fails to rise above it. And that's down to the sameness of its levels.

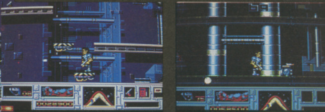
You know what you're getting with an Arnie game – your trigger finger is primed. In that sense Ocean have come up trumps – with simple ideas (and that's not necessarily a bad thing), wrapped in decent graphics and big name appeal.

In the first section you run around picking up objects including a nose gun, a suitcase, a ticket and your passport. Hot in pursuit are Cohaagen's thugs upon whom you heap your renegade brand of violence. Arnie himself doesn't much ressemble the real life thing but he's suitably orangutangish (which is neat) and – especially if you can find the high speed power up – a fairly nippy sprite. His fight maneouvres are somewhat limited but there's enough in this level to keep you occupied for quite some time, although, personally, I find that's down to the difficulty in finding the objects rather than the size of the map.

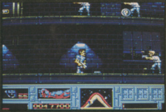
Level two is an adjunct to the first, as Arnold emerges in a Martian wharehouse. This one is a straight find-your-way-through-to-the-exit affair as you are tracked by white







Above right: A red light on your icon panel will flash until the platform arrives. Then continue on your quest for objects.



Left: In the wharehouse in level two. *Above*: you've found the exit to the first level now shoot out the many end-of-level guardians.

THE MOVIE The plot, of course, is taken from the film. A quiet construction worker, Doug Quaid, learns to take the law into his hands when, plagued by reoccuring memories, he's drawn to Mars and into the web of evil spun by Cohaagen, his security force cronies, mutants, terrorists and android cabbies. It's in rip roaring slaughterama. . . .

The transformation. Arnie and his foes in colour in part of the neat title sequence.

RECALL

suited villains and teleoperated machine guns.

Level three is the first of the car chase sequences. This one features the gloriously wacky android chauffer. You rip it out of its seat and commandeer the car, followed by the enemy.

There are a number of large gates which you've got to smash through, but first you've got to lose the people tailing you. This is followed by a different race; you go careering through a tunnel en route to the shady cafe. Dodge the articulated moles which are being used in this Martian construction.

The final sequence is another platform section. You go looking for Kuato, and when you find him go back to the top of the map, go through a secret passage and get onto the lift. Richter will be there. Knock him off and take the lift to the top. So begins the final fight with Cohaagen.

I was quite surprised by the graphics. I was expecting a lot of digitised stills, but the loading screens and a fair chunk of the intro are done surprisingly nicely in comic book style. To be fair, the programmers deliberately opted for NOT giving Arnie a full range of unarmed combat moves because they felt that would be a bit "Bruce Lee"; but to my mind this merely adds – despite the additional elements, such as the lift fight in level five – to the impression that there's not enough difference between levels one, two and five. The version I saw recently was strictly pre-production, but following discusion with the development team I can't see the game changing drastically.

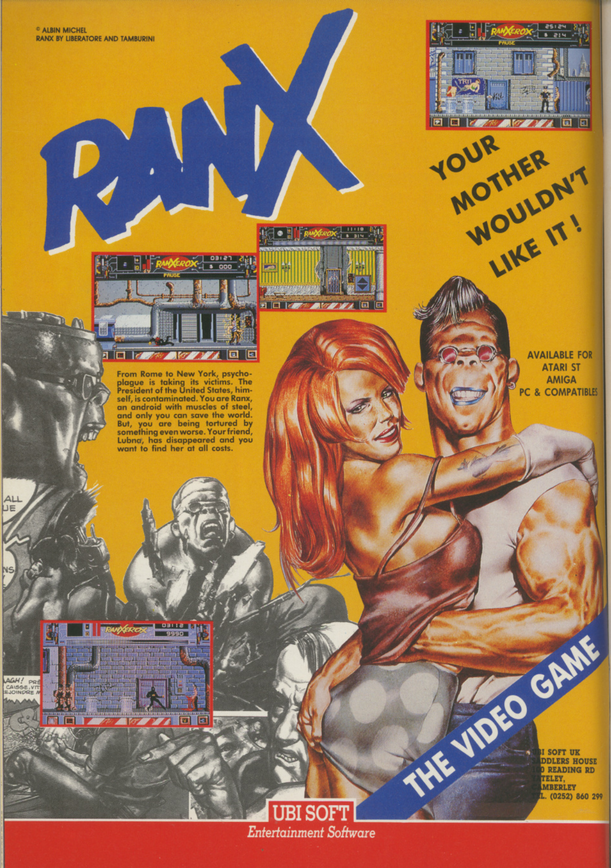
It's said to be churlish in this profession to compare one person's game to another's (although why I don't know; it happens in other media), but I can think of other Ocean licences which do this sort of thing better. Movies are about letting your imagination go rip – and so should games.

Steve James

OCEAN £24.99

> A Platform epic that's, sadly, not totally there

GRAPHICS	81%
SOUND	83%
LASTABILITY	77%
PLAYABILITY	80%
OVERALL	**77%**


RANX
YOUR MOTHER WOULDN'T LIKE IT!
THE VIDEO GAME
RANXEROX
PAUSE
TRY!
ALL
UE
NS
AGH! PRE
CAISSE, VIT
EJOINDRE M

© ALBIN MICHEL
RANX BY LIBERATORE AND TAMBURINI

From Rome to New York, psycho-plague is taking its victims. The President of the United States, himself, is contaminated. You are Ranx, an android with muscles of steel, and only you can save the world. But, you are being tortured by something even worse. Your friend, Lubna, has disappeared and you want to find her at all costs.

AVAILABLE FOR
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AMIGA
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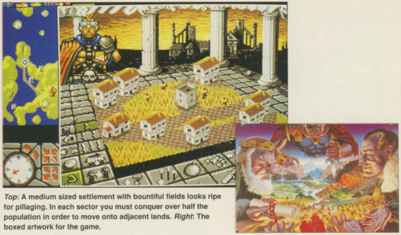
UBI SOFT
Entertainment Software



Top: A medium sized settlement with bountiful fields looks ripe for pillaging. In each sector you must conquer over half the population in order to move onto adjacent lands. *Right*: The boxed artwork for the game.

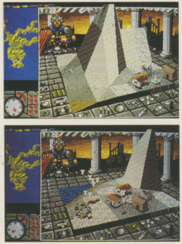
POWERMONGER

Bullfrog scoop all the awards this month with a game destined for the 16-bit Hall of Fame. *Powermonger* has managed to live up to all expectations (and months of computer press hype), and it is a marvelously entertaining and original product.

Washed ashore upon a foreign land, with only a handful of loyal followers, you crave ultimate wealth and power. As a former king, this land will be yours! You must win the support of those you encounter by the art of diplomacy or the thrust of a sword. Only by balancing force with restraint and present needs with those to come will you succeed in your quest for total supremacy.

The game commences with your men camped around a fire next to a small village. They're easily beaten, but is that the right tactic? Do you want to subjugate the population or have them join you of their own free will? Raising a village means deprieving yourself of willing hands who could tend the fields, join your army or invent bows and cannons for your troops. To achieve victory conditions you must carefully build up an army, form alliances with friendly villages and cultivate the land to provide sustenance for your troops and supporters.

The task's made harder by rival Captains intent on achieving power. As you progress through the game building up resources and kicking ass, the other Captains will be recruiting troops and spreading their sphere of influence. You can expect a battle royal when you eventually meet up with them. Once a Captain has been defeated, he will join forces with you and lead an independent army on your behalf. He can also infiltrate enemy villages and provide useful information to help plan an attack. On longer campaigns it's necessary to look after supplies and make sure harvests are collected and stored for future needs. An army marches on its stomach and if you don't feed them, they'll be less effective in combat, desert or even join the opposing forces. Likewise, if you keep an army on the move for too long and in poor weather they'll also go AWOL.



Top: The vector graphics provide some stunning scenery. *Above*: You are on the attack, but you've got your tactics wrong. If you'd attacked from behind the hill you could have taken the enemy by surprise. Note the angels rising up to Heaven as soldiers die in battle.

Be warned, the complex gameplay in *Powermonger* won't suit the hack 'n' slash brigade or the shoot 'em up fanatic, but Bullfrog have endeavoured to make the game controls as simple as possible. Two maps provide all the necessary information you'll need to start the game. The smaller map, in the upper left hand corner of the screen, shows the part of the world you're attempting to conquer. By clicking onto the four map icons, information can be gathered on the location of rival settlements and their stocks of food as well as the lie of the land, roads, men, forests and workshops.

The main map offers a digital close up view of one section of the land and can show entire villages in fine detail, lock, stock and courtyard. The vector graphics-based landscape provides a highly flexible viewing system capable of generating hills, rivers, waterfalls and valleys. The 3D representation allows you to zoom in, zoom out, and rotate the lands as you want. The buildings and people are bitmapped graphics that grow and shrink but which don't actually rotate with the landscape. By clicking the pointer arrow on the compass you can move about the main map fairly easily. To move faster, just click on the smaller map and instantaneously the larger map displays the area selected.

All actions are controlled by just 20 icons at the base of the large map. From here you can set aggression levels, ➤

POWERMONGER

issue orders to attack a village, conscript troops, invent things, trade or bribe villagers, make alliances, spy on your enemies, search for food or equip your soldiers with weapons. As there is only one screen in the whole game everything is simplicity itself. A special query symbol (signified by a question mark) allows you to access information about any living or non-living object in the game by clicking onto them. For example, click on to a house and you'll get information windows on the people who live there, the type of building and settlement, to what Captain the settlement belongs, the nearest forest, how much food exists in the entire settlement, and what stocks the village has accumulated.

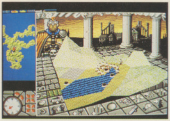
The invent icon is handy for obtaining weapons and farming equipment. This is useful for trading with other villages as food is the universal currency and if you're short on supplies you can always flog them some bows and arrows or a plough. A cannon or catapult is also useful when attempting to flatten a village, but will take a lot of manpower to move it. Things can only be invented in villages which have a workshop. The Captain's aggression level and the position of the settlement will determine what you'll produce. If your settlement is near a forest and you set your aggression to maximum, you'll probably end up with bows and pikes, but if your posture was passive you'd most likely get a plough. This complex interaction of game elements is an example of the far reaching gameplay involved in *Powermonger*. Obviously the 13 months taken to develop the game have been put to good use.

Posture levels also decide the outcome of battles. If a Captain's posture is aggressive his troops will kill more people in the course of a battle. If set at passive he'll only kill a few and put the majority of people to work for him. The more aggressive he is, the more food he'll take from a captured village and the better trading deals he will set up.

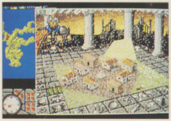
The first few lands are easy to conquer but from then on they get progressively harder. With 195 lands to invade you're going to be playing Powermonger for some time. As if this wasn't enough a special Random Land option is capable of generating 4 to the power 59 worlds, enough to keep you occupied for a lifetime. The Amiga can be linked up to another Amiga or ST so up to 3 friends can join in and play against you and there will also be additional data disks released which will develop the world of *Powermonger* even further. These will keep the basic gameplay but change a number of the game's parameters. Nothing has been decided upon as yet, but it would be possible to update the game to include modern warfare or change the landscape to that of an alien world.

Powermonger is the most complete game I've played and makes full use of the Amiga's capabilities. It's destined to become a classic of its type. Buy it and get the power.

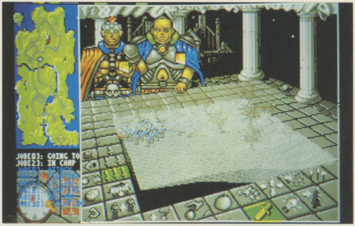
Dan Slingsby



Your men sit round the campfire, eating a recently slaughtered sheep. Such animals are a good supply of food for an army on the march, but are found in limited supply.



Winter has come and it's snowing. This effect only lasts for a few seconds but it's annoying when you're poised to strike a town. Food is rather scarce during the winter months and it's not really a good time to launch an attack.



You've got the whole world at your feet! After beating a captain in battle, he'll join you in your quest. He also joins you at the battle table. With two armies on the go, you can plan more complicated strategies.

you have been defeated

Things aren't going to well. Your Captain's been killed in battle. Time to reload and try again.

ELECTRONIC ARTS £29.99

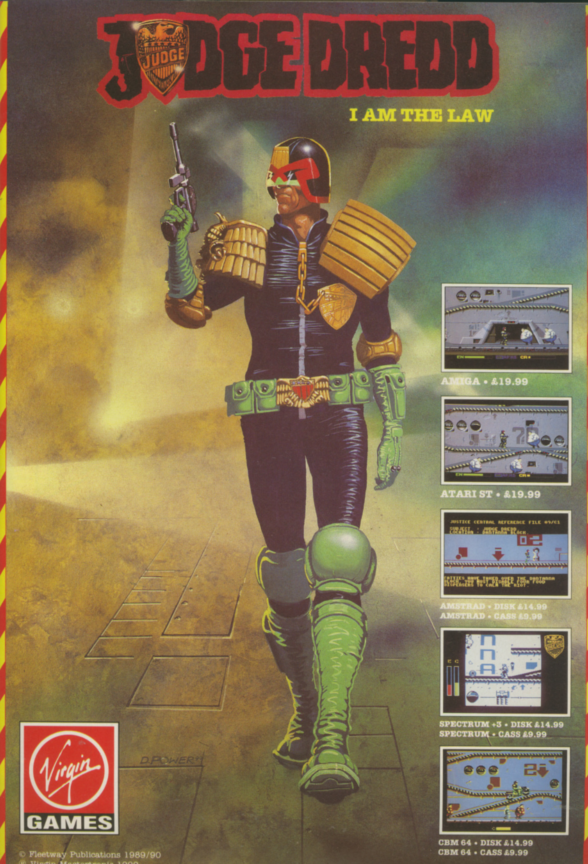
“Superb gameplay matched by top-notch graphics”

GRAPHICS	92%
SOUND	82%
LASTABILITY	96%
PLAYABILITY	95%

OVERALL 95%

JUDGE DREDD

I AM THE LAW


JUDGE
EN
CR
JUSTICE CENTRAL REFERENCE FILE 09/C1
SUBJECT : JUDGE DREDD
LOCATION : DANTANNA BLOCK.
FATTIES HAVE TAKEN OVER THE DANTANNA BLOCK. YOU MUST DISABLE FOUR FOOD DISPENSERS TO CALM THE RIOT.
D.POWER
Virgin
GAMES

AMIGA • £19.99

ATARI ST • £19.99

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SPECTRUM • CASS £9.99

CBM 64 • DISK £14.99
CBM 64 • CASS £9.99

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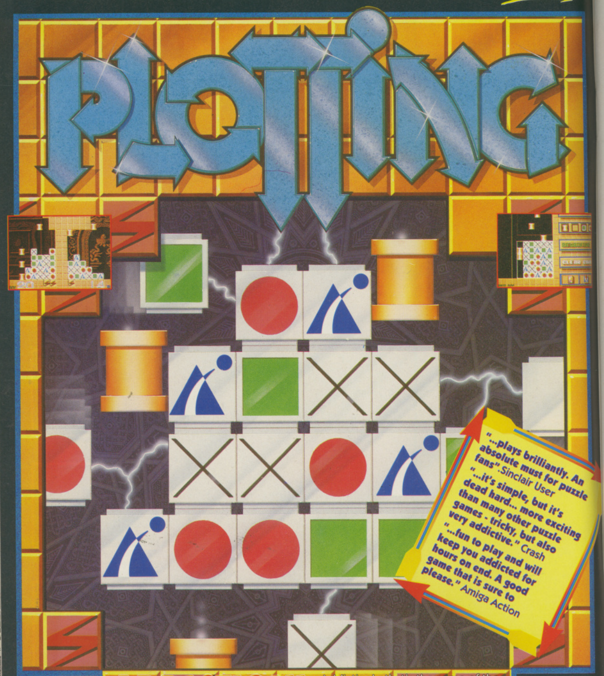
PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE



"...plays brilliantly. An absolute must for puzzle fans". Sinclair User

"...it's simple, but it's dead hard... more exciting than many other puzzle games - tricky, but also very addictive." Crash

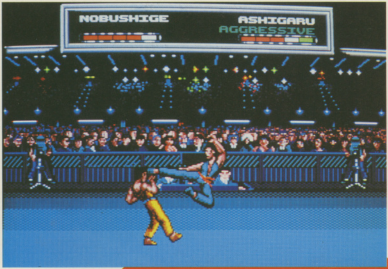
"...fun to play and will keep you addicted for hours on end. A good game that is sure to please." Amiga Action

Addiction!...that's the name of the game. The concept is simple ...destroying blocks! But once you've got control of those bricks will you ever let go?

It all seems so easy, but can you beat the micro or your partner, at this hideously mind boggling game.
Special blocks will give you extra lives... GREAT!... but believe me, you'll need to take every advantage of this software's hardware! You'll need the skill of a Rubi-Cube master and the reflexes of a pigeon at a skeet shoot! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!

CBM AMIGA - ATARI ST

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS



ORIENTAL GAMES

'A New Style Of Action', boasts the manual to MicroProse's latest release on their arcade label. Well it is if you've been held hostage in a suburb of Beirut for the last five years. To everyone else it will look like a typical slice of far eastern beat 'em up.

A few years back you couldn't move for this type of game. Melbourne House began it all with *Way Of The Exploding Fist* in 1985, a game still rightly regarded as a classic, and one which is, in many ways, superior to this offering.

Oriental Games shapes up like a combat title built along the Epyx lines of several smaller games - yet it doesn't offer enough variety to truly qualify in this field. There are only three fight options: Kendo, Kung Fu and Kyo-Kushin-Kai, the latter two being uncomfortably similar to play.

The game unfurls with a picture of a dojo, or fighting school which you enter to choose which competition you wish to take part in. A neat registration sequence occurs which has a large baseball-hatted figure drop-ping his kit and typing his details when a secretary swings a screen towards him. It wets the appetite for more such interludes, but they don't ever arrive.

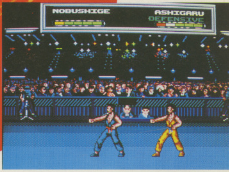
This sequence allows you to set the parameters of the game. You can settle to play individual sports or enter for them all, change the difficulty level, and compete head-to-head or with the computer. Where *Oriental Games* does seem to offer something, it is illusory. You are given the option to program moves into the joy-stick - the sixteen pre-programmed ones you are offered are more than adequate, but this allows you to put together multiple moves of up to four actions. Fun but ultimately pointless.

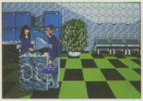
From here it's into the games. Of these Kung Fu is the most entertaining, although it never supercedes the fun offered by any of the top 8 bit efforts like *International Karate*. Kendo is average, but once again you're forced to compare what is essentially a swordfighting game against Barbarian. No contest.

Part of the problem is *Oriental Games'* graphics. Whilst it has some nice touches (flashguns pop in the crowd as the fighters battle it out) the figures are small and hence there's little to gasp at in animation terms, and the backgrounds don't exactly leap out at you.

The challenge *Oriental Games* sets is tough enough, although it's noticable that it becomes increasingly difficult to manoeuvre your fighter as you progress, but what makes it an average product is that it simply doesn't cut it as a 16 bit version of a classic genre.

Mike Pattenden



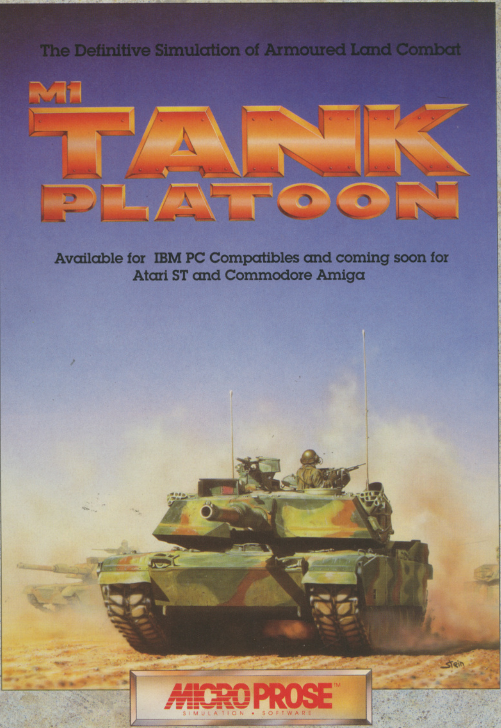


Inside the Dojo and it's up to you to choose which of the three fight options you'll need.

MICROSTYLE £24.99

> Far Eastern beat 'em up that lacks a punch

GRAPHICS	65%
SOUND	62%
LASTABILITY	72%
PLAYABILITY	70%
OVERALL	**70%**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Available for IBM PC Compatibles and coming soon for
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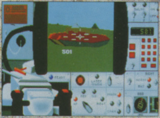
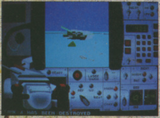
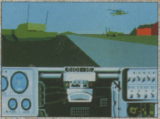
M1 TANK PLATOON



- **Leadership.** Each of the 16 men in your tank platoon has his own battlefield skills and abilities. Improving with experience, promotion and decorations, your chances of success increase as your platoon become battle hardened.



IBM SCREEN SHOTS SHOWN. ACTUAL SHOTS MAY VARY



- **Strategic and tactical command.** Plan your winning strategies, giving orders to your platoon of tanks, calling in airstrikes and artillery. At any moment you can 'jump' into the thick of the action, taking over direct control, as commander, gunner or driver of any tank.

- **Realistic Battlefield terrain.** Make use of natural cover, such as hills, ridges and buildings to hide your tanks, across the huge 16,000 acre 3-D battle zone, just like a real tank commander.

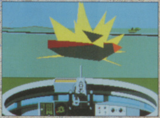
- **High-tech war.** Laser rangefinders, depleted uranium penetrators, wire-guided missiles, reactive armour, air support and artillery make M1 Tank Platoon the most comprehensive, up-to-date simulation of armoured land warfare available for your home computer.

M1 Tank Platoon was released for IBM PC compatible machines in October 1989;

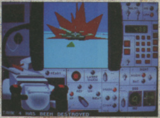
"MicroProse has surely excelled on this one: it's all there, from superb playability through great attention to detail to one of the best manuals I've seen in a long time. The competition should watch out, as this one's going to take some beating." ***** PC Leisure Spring '90

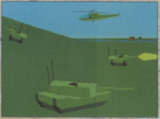
" I can't really fault M1 Tank Platoon as it's definitely MicroProse's most comprehensive simulation yet." 87% C&VG Nov '89

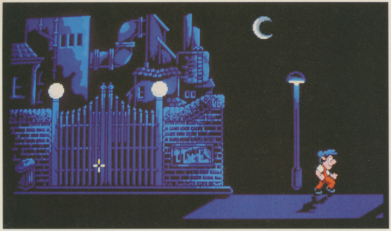
"The most frighteningly accurate tank sim we've seen." 926 Ace Dec '89



- **Endless variety.** Fight during the day, at night, in snow, mud, rain or clear weather. With thousands of battlefields and millions of situations and you get endless enjoyment. Decide between single battles or an entire campaign.







CU SCREEN STAR

Another nightshift completed, you can make your weary way home to the wife and kids for some well needed rest. It's a rat race baby and you've been caught.

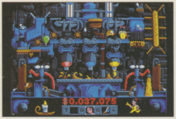
NIGHT SHIFT

George Lucas' films have always been praised for their special effects, created by Industrial Light and Magic. Here we find you working the night shift at the Industrial Might and Logic factory (thinly disguised huh?). IML are responsible for turning out Stormtroopers, Obi Wan Kenobis, Luke Skywalkers, Indiana Jones' and every other conceivable Lucas character in toy form for all the kiddies.

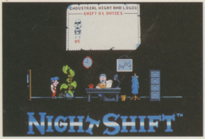
You've just been appointed operator and maintenance man of the Beast, the huge machine responsible for churning out the movie stars. Your job is to make sure the machine doesn't go wrong while filling production quotas. This means juggling repairs while flicking the right switches so as to make sure Admiral Akbar doesn't come out malformed. The character you play is Mario - like, to say the least; dungarees and a red cap add to this impression. Alternatively, you can become a rather nimble little girl called Fiona, who does the job just as well. Naturally these two characters come complete with a repair kit containing matches, spanners, a balloon to travel up the machine, an umbrella so you can fall long distances without taking a damage, and a venus fly trap. The machine itself is several screens high and it pays to learn what can go wrong, and what happens when you switch certain levers or kick the odd thing or two.

If something bad happens you don't die – the clock runs down, which is probably worse. Should time expire before your quota is met the boss calls you into to watch him sack you and stamp "fired" all over your job application.

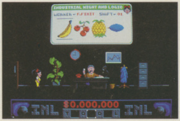
Level one is fairly straightforward. You need to turn out just five Stormtroopers (in any colour). The first thing that needs doing is to connect the machine. to the electricity. This is done by jumping onto the exercise bike, slamming the joystick left and right in a steady rhythm and powering up a couple of light bulbs. Next is a leaky pipe at the top of the machine, which requires fixing. Jump up and clobber it with the wrench . Finally you need to kick a plug into its socket. This bit stumped me, I knew the plug was supposed to be in the top left corner of the machine, but I



All 15 toys in *Nightshift* are based on characters in famous Lucasfilm movies and computer games - everyone from R2D2 to Zak McKraken makes an appearance. See how many you can spot.



Your boss doesn't look happy. Only 5 Stormtroopers in one shift? You're for the chop!

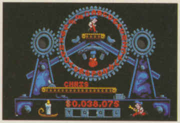


Fiona Fixit gets called in to see the boss and have a stock check. Will she get the bullet as well?

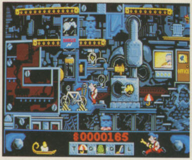
couldn't see it, so I went hammering everything with my workman's DMs until a red lump jumped left and the machine came to life. It still didn't look anything like a plug.

On my way back down to the exercise bike (the Beast was running out of juice) I thought I would be clever and flick one of the many levers. This proved to be a dumb move. A batch of Stormtroopers came down the conveyor belt standing on their own heads. The later levels geteven more bizzare and hectic – you are ordered to turn out half the cast of Return Of The Jedi in red Green and brown, which is by no means easy.

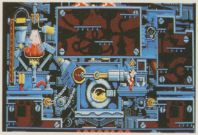
Initially I had reservations about this game, but the more you play it the more you get into it. This is quite a through to the run around puzzlers which were popular early last decade, though this is executed in a manner which is as up to date as it is fun. The only draw back is working out what does what, but there's a run through of the first few levels in the manual which is infinitely helpful.



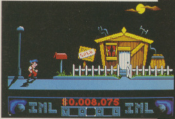
Left: A humorous high-score table lets you clock in your name.



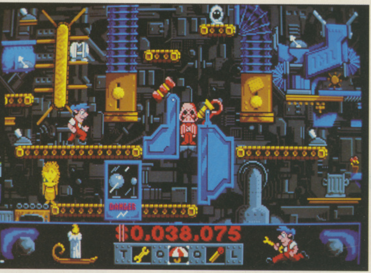
The candle in the right hand corner indicates how much time is left. You better hurry up - your shift in nearly over.



Some parts of the Beast are silhouetted behind smoke glass. The further you get into the game, the more parts of the machine are revealed. That means more cogs and sprockets to fix!



Above: Fred Fixit's first house is rather run down. Work hard and you can transform it into a deluxe 8-bedroom mansion.

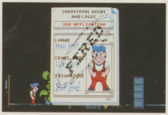


Top: The Beast machine is a lot bigger than this screenshot would suggest. Raw materials are fed into the top of the machine, channelled into moulds for the head and body, and then stuck together and painted. Here a mini-Darth Vader is on its way through the machine.

The graphics are colourful and fun, with plenty of send ups on George Lucas' most famous characters. There's a nice interlude screen where the boss issues you with new orders, and a fruit machine code system for starting on later levels.

Smart, well presented and fun. Night Shift is a must for the family crimbo stockings.

Mark Patterson



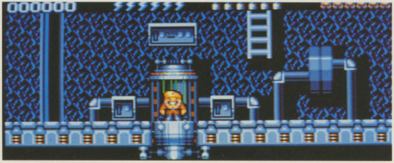
Fred Fixit ends up on the scrap heap, victim of an unscrupulous boss and a machine that has a life of its own.

US GOLD £24.99

" Immensely playable platform fun and games "

GRAPHICS	84%
SOUND	79%
LASTABILITY	84%
PLAYABILITY	87%

OVERALL 86%



CU SCREEN STAR

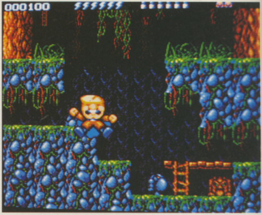
RICK DANGEROUS II

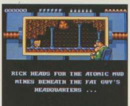
Just because the word platform immediately conjures up images of 8-bit machines and hand helds, doesn't mean in you're for some dodgy ported software, as anyone who played the first *Rick Dangerous* will tell you. Don't let the software snobs get to you, this might not be spec busting and you don't need a British Library size memory expansion to run it, but it is nonetheless, a bloody good game.

Rick Dangerous 2 finds our Inspector Clouseau lookalike stumbling onto another mission to save humanity. Rick is having some embarrassing problems being the only chap nubile enough to take on an entire alien invasion, in a plot that takes him from Hyde Park (although I've walked around the Serpentine, I've never seen anything quite like this) to Ice Caverns and Deepest Jungle, this is an adventure scenarios that makes *Indiana Jones and the Last Crusade* look like a Club 18-30 holiday. In his way are a myriad of booby traps, obstacles, puzzles and downright unfriendly aliens. To get through each level requires meticulous planning, a lot of practise and the exercising of more than a brain cell or two. Whereas most platform games are full of patterns that repeat themselves and hence get dull and repetitive quickly, there's something new at every corner in this game. The programmers have surpassed themselves in cramming every screen with novel ideas. To beat them you'll have to negotiate some quite outlandishly complicated combinations of trapdoors, forcefields, pits, moving platforms, elevators and machinery I've ever come across. I'd set aside a few weeks to find a way through this piece of software.

The complexity and ingenuity of the game puts *Rick Dangerous* in the screenstar category for gameplay. Graphically and musically the game is no more than the right side of ordinary, yet it still manages to be one of the most compelling games of the year. Personally, I often find platform games pretty tiresome, but *Rick Dangerous 2* has had me converted, although I've sweated a little more than I like to admit defusing some of the devices that lay in the path of Mr Dangerous. Conventional wisdom is that sequels are invariably bad, but *Rick Dangerous 2* is the exception that proves the rule. I pity the person who has to work their way through all five levels for the Play To Win section. And you thought being a games reviewer was such an easy life!

Mark Heley





RICK HEADS FOR THE ATOMIC MUD MINES BENEATH THE FAT GUY'S HEADQUARTERS ...

Don't let the cutesy graphics fool you. *Rick Dangerous 2* is no mere flight of fancy for the sprog. A lot of imagination has gone into the programming of the game, and you'll need to muster more than a cluster of brain cells to work out and negotiate your way through its many puzzles.

MICROPROSE £24.99

"Dusty bin and mindless violence — perfect SEU"

GRAPHICS	71%
SOUND	70%
LASTABILITY	90%
PLAYABILITY	95%
OVERALL	**89%**

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and most importantly it includes all the cables required to get the sytem working and easy instructions on getting started. **Package value: £547 rrp. Package price: £469 rrp.**

Roland DESK TOP MUSIC SYSTEM

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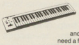

A compact 49-note keyboard to suit your computer music setup. Touch-sensitive keys, pitch-bend/modulation (vibrato) lever and MIDI control features like 16 transmit channels, 128 program changes and a Data entry slider for adjusting volume and stereo imaging. And if you need a few more keys to complete your latest hit a shift function effectively turns the PC-200 into a six octave keyboard. **Price: £175 rrp.**

Roland DESK TOP MUSIC SYSTEM

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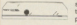

128 fantastic sounds to choose from, including guitars, pianos, strings brass, synthesizers and effects plus drums. Using the CM-32L with a sequencer (ie tapeless recorder) like Tiger Cub you can have up to eight different sounds plus drums playing at the same time — it's like having your own personal recording studio. **Price: £369 rrp.**

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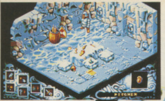
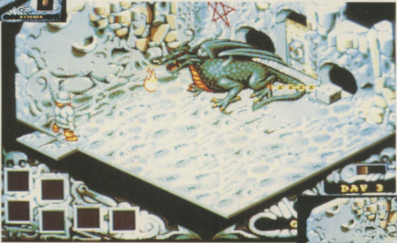
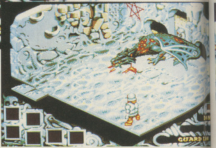


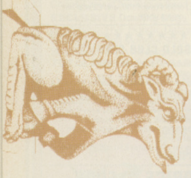
Use the key here to gain access to the cells.



The only way you're going to beat this dragon is with magic, the problem is finding the spell then working out how to read it. Complete this and the way is open for the next level.



You've cast the spell and the dragon now lies dead in a pool of gore. It was tough, but that was only the beginning. . . .



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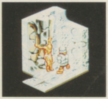


Can you spare a dying man some food? You'd better if you want to get any further.

The Bitmap Brothers have gained near god-like status in the software industry for producing top-notch games. Bitmap has become a by-word for quality. *Cadaver*, the second to last Bitmap game for Image Works before their defction to Renegade, is soon to be released and is every bit as good as their previous gamesware.

As Karadoc, a bloodthirsty, psychopathic dwarf bounty hunter, you must enter a castle possessed by magic, evil creatures, traps and tricks, defeat a vile Necromancer, then escape to spend your hard-earned riches on a flagon of ale in the nearest hostelry.

The quest starts shortly after you've run your boat aground at the entrance of the caves that run beneath the castle. Unfortunately your boat decides to make friends with a rock and is rendered useless, so there's no turning back.

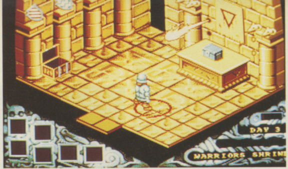
Moving through *Cadaver* takes more brain work than brawn. The start of level one is an exercise in exploration and collecting. The only obstacle to start with is a wall which is easily smashed up with a pickaxe. From there on the puzzles come thick and fast.

To help you with your conquests, messages and books are littered around the caves and in the crypts. These contain clues and hints. Although you can find your own way around, using these tips cuts down the amount of aimless wandering you might do while searching for inspiration.

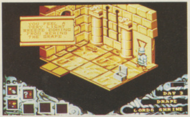
Your main weapons are stones, which are in plentiful supply. Spells can also be used, but your supply is limited and it's best to save these for the later levels.

Once you get the hang of

CU SCREEN STAR

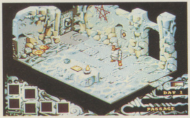


The gleaming, gold level two holds many traps and puzzles, and it's so hard to get through that it makes level one look like a picnic with the girl guides.



YOU FEEL A COLD LIGHT BREEZE COMING FROM BEHIND THE DRAPE.

First of the big puzzles. There's a possible exit up ahead, if only you knew how to get through.



Although level one is fairly straightforward, the puzzles can still catch out the unwary adventurer.

Cadaver harkens back to the days when a company called Ultimate ruled the 8 bit scene. They employed a 3D technique called filmation which spawned many clones and created a unique game environment. It used a 3D view and allowed the player to move objects around the screen, stack them or jump on them. Since its first appearance in *Knightlore* on the Spectrum in 1984, this style has shown up on almost every home micro and in every conceivable scenario.

AVER

puzzle-solving you start to know what to look out for, and realise how the game system works and how the various objects can be manipulated.

Controlling Karadoc is done almost entirely through the joystick. Clicking on the fire button gives you access to icons which allows you to examine or manipulate objects or to run through your inventory one object at a time. Hitting return brings up a full list of the contents of your back pack, saving you the need to scroll through the items individually.

Level one ends with a huge green dragon, which doesn't cause too many problems providing you've done everything right up until then. If you missed an important move you could well find yourself entering a prolonged battle.

This first level features a variety of corpses, skeletons, crypts and other not-so-nice creatures that hide out in damp caves.

Level two takes place inside the castle. The decor changes to bright walls and fine decoration and even the spell icons change from scrolls to wands as the game takes on a different feel. The puzzles, too, become more intricate and complex.

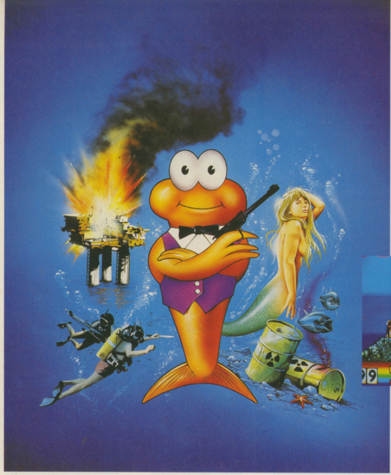
Cadaver contains five levels, each containing between 50 and 150 screens. The graphics are smart and imaginative and the sound effects are interesting to say the least. The puzzles give the game its substance and are pitched so that they're not too difficult but require quite a bit of thought and trial and error before you can solve them. I only have one criticism: some of the room exits are very obscure. I wandered round for half an hour on the first level before I came across one – and that was almost too thin to see. This minor gripe aside, *Cadaver* is a strong package, and definitely one of the most complete arcade adventures to grace the small screen this year.

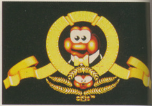
Mark Patterson

IMAGE WORKS £24.99

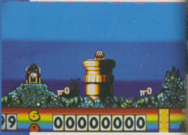
“Arcade adventure full of puzzles and surprises”

GRAPHICS	87%
SOUND	79%
LASTABILITY	90%
PLAYABILITY	88%
OVERALL	**90%**





A delightful intro screen, depicting Pond in familiar MGM pose, sets the scene for high jinks on the high seas.



The game starts as Pond emerges from an underwater pipe. The keys on the ocean bed open the lock on the lobster cage.

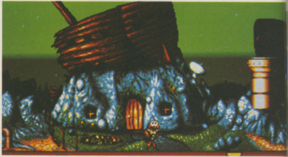
JAMES P

Millenium jump in at the deepend this Christmas with their contender for the all-important number one spot and look likely to make quite a splash.

James Pond, an aquatic parody of super-spy 007 with added environmental conscience, is a 12 level arcade adventure which may plumb the ocean depths with its use of awful puns but it still shows a clean pair of fins to games of a similar ilk. It's been designed and programmed by Chris Sorrell who also did the programming on *Yolanda* for Millenium. The game, originally to be called *Guppie*, has taken 6 months to complete and certainly looks the business.

You play Pond, a cute-looking chunk of cod that's inspired by Japanese-style animation. Indeed, the whole game owes a tip of the hat to the Orient and is none the worse for such influences. At the start of the game, James appears at the entrance to his undersea home ready for his first mission. A message scrolls on screen which tells you briefly what to do. The first level is comparitively easy compared to the rest of the game and involves collecting six keys to lobster cages and releasing the trapped lobsters before fishermen can collect them for the cooking pot. All levels must be completed in a set time or else your mission has failed.

The Pond sprite is easy to control and responds well to a tug on the joystick, but watch out for bottles of booze as these can make ol' James a wee bit tiddly and you'll have difficulty getting him to go anywhere. Likewise, a bottle of glue will fix you to the spot for a short while. To pick up objects, merely position Pond over them, press downwards on the joystick and fire.



Pond's home. If you find a useful item on your travels, it's best to bring it back here and store it away. You never know when it might prove useful.

OND 00

There are two in-game tunes, both of which are jolly but tend to grate after a while. There are also three separate jingles for the hidden bonus caves which are located throughout the game. The sound effects option is better and offers a wide variety of electronic bleeps which add to the overall atmosphere of the game are are rather fun.

As well as being inspired by Japanese games, *James Pond* also spoofs *Flood*, a platform game from Electronic Arts. The secret agent and Bluebeard ghost which follow Pond around are similar to the ghost in *Flood* and nibble away at your energy levels. Mushroom are used to move around to different areas on each level and, as such, remind me of the transporters in *Flood*. Even one of the intro screens has a Quiffy lookalike staring out at you! Apparently, the game is one of programmer Chris Sorrell's favourite games.

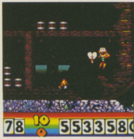
The graphics are superb and of arcade quality. With parallax push-scrolling and 16 colour-splits, it all makes for a very attractive package. The gameplay is equally appealing. It's easy to move the character around and some of the later puzzles involve a bit of thought, especially as you have to open and close walls and discover secret passages.

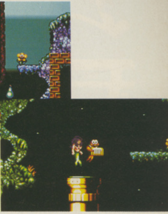
James Pond is populated by a weird and wonderful cast of characters, some helpful and others out to turn you into shark bait. Most enemy fish can be rendered harmless by encasing them in a big bubble which, when run over, kills the fish and releases the contents of its stomach. Old boots, I LOVE NY mugs, Rubick cubes, carrots, jampots and even stuffed Garfield dolls abound and these can be collected for extra points. A lot of imagination has gone into thinking up so many weird and wonderful objects.

You start with three lives. The control panel indicates how many objects or tasks you still have to complete and an angry looking Pond holds up his fingers to show how many lives you have left. Throughout the game there are various objects to collect and store away. A top hat, a goldfish bowl, a pair of sunglasses, a ray gun and dynamite are all scattered around for you to find and have various properties. For instance, the sunglasses allow you to see poisonous jelly fish when exploring the shipwreck in level four.

Out in November, *JP* is certainly amusing, but at £24.99 and with only 12 easy-to-complete levels, it doesn't represent good value for money. Still, a good game which should provide several hours of fun and enjoyment.

Dan Slingsby

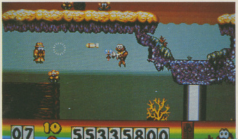


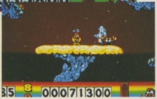


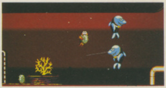
Top: Pond enters the sunken wreck in search of gold bars. The firefly close to him means he's got invulnerability for a short time. *Right*: Give the mermaid her comb and she'll follow you, but hurry as you've got another eight to rescue.

LEVEL GUIDE

1. **LICENCE TO BUBBLE** — Pick up keys to release trapped lobsters
2. **FROM SELLAFIELD WITH LOVE** — Save fish from radioactive waste
3. **A VIEW TO A SPILL** — Blow up a leaking oil platform
4. **THE FISH WITH THE GOLDEN BAR** — Retrieve gold bars from a sunken wreck
5. **FOR YOUR FINS ONLY** — Locate toxic waste canisters and place in the path of a marauding lager lout
6. **FISHFINGERS** — Hidden contraband must be found
7. **THEY ONLY LIVE ONCE** — Rescue seals from vicious Eskimo dwarves
8. **LEAK AND LET DIE** — Stop leaking oiltankers before the sea become polluted
9. **ORCHIDS ARE FOREVER** — Protect a tropical rainforest from construction workers
10. **MONEYRAKER** — Salvage priceless vases from the lost city of Atlantis
11. **THE MERMAID WHO LOVED ME** — Save mermaids from mad scientists
12. **DR. MAYBE** — The scientists turn on Pond. You must escape







Top: The inspector closes in and even your blaster won't help you. *Right*: The ghost of Bluebeard has knocked you for six. *Far right*: Take the sponge to block the oil leaks but watch out for the sharks.

MILLENIUM £24.99

❛ Cute Japanese-inspired arcade adventure ❜

GRAPHICS	85%
SOUND	84%
LASTABILITY	75%
PLAYABILITY	77%
OVERALL	**77%**

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The computer is busy working out it's next move. The Thinker may look pretty but it doesn't give you an insight into what the opposition's up to.

BETRAYAL

If *Betrayal* was a board game it would be the sort of thing that would be brought out during a party or a boozy night in. The aim of the game is to gain absolute power over the land of West Marches by trickery, bribery, conquest or underhanded deceit.

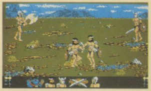
Jockeying for position are four knights, who are either computer or human controlled. Each knight starts off with number of villages, soldiers, trolls (who are basically twelve foot high blue killing machines) and a purse of money.

At the start of the game two powers are in control, the courts of the King and of the church. In each court there are three courtiers from each player. These act like a parliament voting on decisions and aiding the ruler of the court they're in. So the more courtiers you have the more power you have in your area. When somebody has a sufficient amount of courtiers they can try to depose the head of that court (the King or Bishop) if that's successful you install your own puppet ruler and effectively control an area. Should you control both courts you then have absolute power over that land and the game is won.

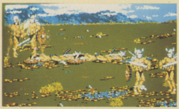
Preparing to overthrow a monarch takes a lot of wheeling and dealing. First you need to set up your villages to provide a source of income, taxes for the king and bishop. And then you need to search for recruits for your army, before deciding if it's worth attacking villages belonging to other players, or to build up your strength to generate bigger harvests.

Travelling between villages isn't easy. The map screen only shows the last one you were in, so once you're out in the open it's easy to get lost. Each screen has between one and eight exits, push the joystick in the appropriate direction and your horse rears up and carries you off to the next one. Occasionally you find

➤

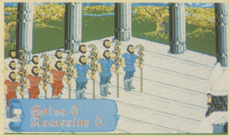


It's war! When two opposing armies meet this is what you get..



The army on the right isn't doing so well. its troops are dead while the other force lives.

Below:White has the upper hand in the Bishop's court, a few more courtiers should be enough to depose the Bishop.



BETRAYAL

cash lying around, or signs of another player's wrongdoings that can be presented in court as evidence to be used to dismiss one or more of their courtiers. Barbarians inhabit the land and are quite happy to run off with your money after slaughtering your body guard.

Should you come accross another player you automatically launch into battle. The winner is then given a set of options: you can release the prisoner, ransom him, banish him to court, or dump him in the middle of the wild outback, which is guaranteed to slow the enemy down a bit.

Invading someone's territory can be satisfying. Normally there's not too many troops left behind to guard the place so you can steam in, ransack the village and run off with some money.

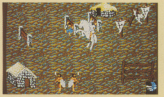
You can get up to all sorts of badness when you get to the courts. You can hire assassins and spies to deal with opposing courtiers, accuse your opponents of heresy or treason. Here's where you pay your taxes as well. A handsome sum curries favour with the recipient, who will be more favourably disposed to admit courtiers who work to your advantage.

Betrayal comes into its own when you play with a friend, although it takes experience to play the game to the level where it begins to be fun. Beginners tend to spend most of their time at court dishing the dirt on everyone else while annoying the king and bishop to the point where their courtiers are banished.

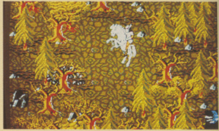
I've reservations about the long term playablity of this game. I could imagine playing it once in a while, but any more regularly than that and you'd have to be a fanatic.

If you get your kicks out ofbeing one up on a friend and not a computer, you might want to shell out for this game — otherwise,to my liking there's just not enough variety to keep in interest in Betrayal sustained for any length of time.

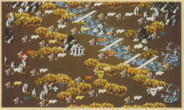
Mark Patterson



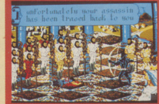
Your horse rears as you leave one of your villages. Did you leave enough troops to defend the place?



The wilderness is a dangerous place, populated by barbarians and the other players.



An overall view of the territories. The colour of the shields shows you who is in control of each tract of land.



unfortunately your assassin has been traced back to you

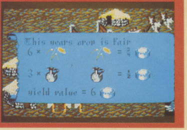
GENERAL HINTS

When playing against computer opponents keep the screens which show what they think screens on. It's important to keep track of them.

Establish strongly defended villages to provide you with taxes for the king and bishop.

A rich monarch is a happy monarch, so cough up taxes whenever the opportunity arises; this will usually buy you more courtiers.

Keep a strong personal force with you at all times, as you're bound to come across another player. If your army is superior to his he'll become your prisoner.

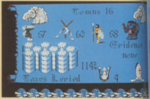


This years crop is fair

6 × = 3/4

3 × = 1/2

yield value = 6

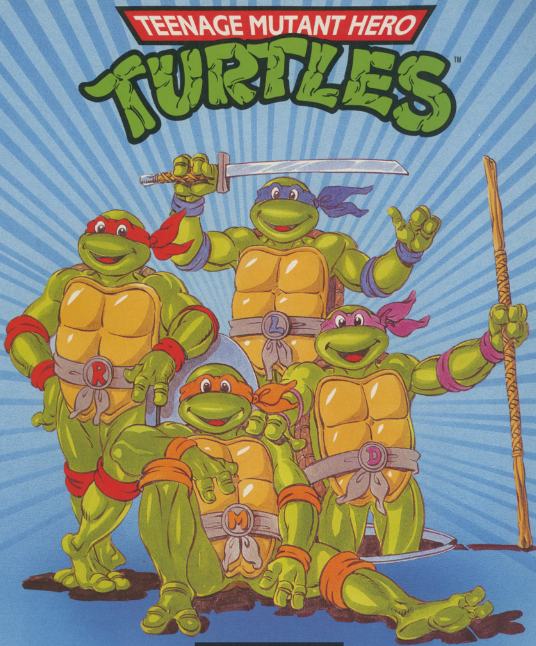


Your status screen tells you how well (or badly) you're doing.Prospects are looking good for this player.

MICROPROSE £29.99

❛ Decent enough strategy but propably won't last ❜

GRAPHICS	77%
SOUND	61%
LASTABILITY	74%
PLAYABILITY	80%
OVERALL	**75%**



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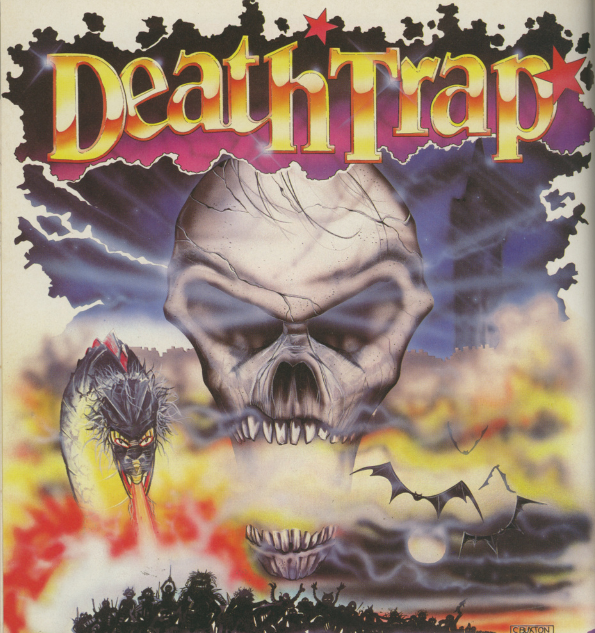

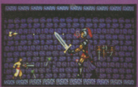

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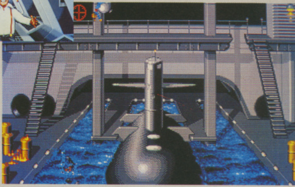
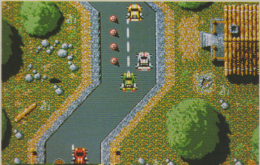
THE SPY WHO LOVED ME



Inside the supercarrier there's stolen atomic subs. The gantry is in front of Karl Strombergs' HQ, so pick off the villains that guard it.



Do pay attention 007. Your customised Lotus has forward firing missiles and rear smokescreen and if you take it underwater and lay a mine or two if the fancy takes you. . . .

The Spy Who Loved Me places you in the rather comfortable old English shoes of Roger Moore, as he returns once more to save the world, this time from the insane clutches of Karl Stromberg. Kaz, as he's known to his friends, has stolen two submarines, one Russian and one British, and intends to use them to take set the cold war superpowers at each others' throats and so take over the planet. James Bond is back in action.

Set over six levels, *The Spy Who Loved Me* is not so much a consistent game, but more a compilation of classic game styles including *Spy Hunter*, *Mastermind, Operation Wolf* and *Xenon 2*. You begin the game in Bond's infamous submarine car - an adapted Lotus - and from here you have to race along, avoiding or destroying enemy cars and collecting bonus points by driving aboard the weapons trucks that sporadically appear. The controls of the car are responsive, but you have to travel quite slowly to get a fair chance of avoiding oncoming obstacles. Halfway through level one, you drive off a jetty, get into a speedboat and race through a maze of docks, boardwalks and swimmers. Unfortunately, it's far too easy to take a wrong turning and find yourself in a dead end. You can't reverse, so the only thing to do is lose a life. There is an on screen map, but as it's less than a centimetre wide strip on the left-hand side of the screen, it's far too small to be practically useful.

Provided you have bought submarine capability from the weapons truck, at the end of level two you transform the car into an underwater attack vehicle and play a rather limp version of *Xenon 2*. The enemies range from enemy divers that only swim and fire forward to large bubble-like machines that follow set patterns around the screen while firing a stream of bullets at high velocity. Avoiding the bullets is nigh on impossible due to the sluggish response and movement of your car. Because of the large amount of enemy shrapnel flying around , you find yourself dying a fair bit.

Levels three and six are straight *Operation Wolf* shoot outs. Both follow the same lines - the enemy appear in half a dozen preset locations and you have to take them out before they shoot you. Ammunition is limited, but more can be collected by shooting magazines left by dead bad guys, and thankfully your crosshair can be controlled by the mouse as well as the joystick.

Level four is the *Mastermind* section. You have to input numbers in an attempt to match symbols randomly selected by the computer . Level five takes you back to *Spy Hunter* and level six is the final level of *Operation Thunderbolt*, only the pilot and terrorist have been replaced by Anya, the beautiful Russian agent and Stromberg himself.

The Spy Who Loved Me is far from original. However, it gets brownie points for sheer variety and, with the exception of the *Xenon 2* section, a high level of playability and addictiveness. However, it is a very short-lived product, and I can't see it being played over and over again. It's fun while it lasts, though.

Tony Dillon

DOMARK £24.95

"Compilation" cocktail – shaken but not stirred

GRAPHICS	80%
SOUND	72%
LASTABILITY	73%
PLAYABILITY	79%
OVERALL	**76%**

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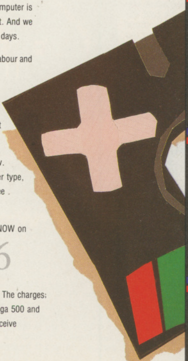

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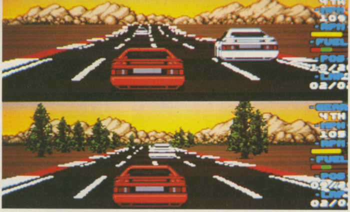

The top car has a fair bit of catching up to do. It currently lies in 14th place!

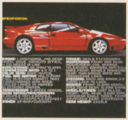
CU SCREEN STAR

LOTUS TURBO ESPRIT CHALLENGE

If 100 gamesplayers who owned a 64 back in 1984 were asked to name one of their all-time favourite racing games, I'd lay a large amount of money that the EPYX classic *Pitstop II* would regularly crop up. Not because it was a particularly well programmed – or indeed executed – product, but because it was a highly exciting and competitive two-player racer, the likes of which haven't been seen in quite some time. Until now.

Lotus Turbo Esprit Challenge, one of Gremlin's trio of, if you'll excuse the pun, driving licenses, takes two player addictiveness and a high level of playability and bolts it on to a top quality, 16-bit race game. The end result? A must buy for arcade players and driving sim freaks alike, along with anyone else who happen to enjoy good computer games.

Set over 32 courses placed in all sorts of terrain, you, a friend (or the computer), plus 18 other computer controlled cars race frantically around small, tight looping tracks full of the sort of things that would make Nigel Mansell crash. From rocks to roadworks, oil spills to steep hills. And all this has to be avoided while jockeying for position and trying to save the impeccable paintwork on your brand new Lotus Esprit SE.


The computer simulation. Use this as a guide to the Lotus' performance. . . .

GENERAL HINTS:

1 Some of the tracks are quite long, so at some point you have to make a pitstop to refuel. The longer you stay in the pits, the more fuel you get, but you lose position. Try not to stay in any longer than is absolutely necessary.

2 It's best to give the computer cars as wide a berth as possible, as some of them have an annoying habit of swaying in front of you at the last minute and slowing you down by bumping you, costing you valuable time.

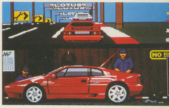
3 Taking corners is a remarkably easy process on the early tracks, but require deft manipulation of the brake and gas later on. So learn to cut those corners from the start.

No doubt a fair few of you have already seen *Lotus* in action at this year's CES Show, but for the benefit of those who didn't, here is a brief description of how the game looks and plays. Brilliantly. Graphically, the game creates on of the most impressive feelings of high speed movement yet seen, and it's sprite based. The most amazing thing is that even with both halves of the screen chock-a-block with sprites (and there's a fair lot onscreen) the game doesn't slow down at all.

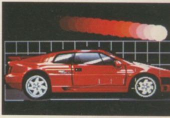
The controls are very simple. Left turns you left and vice versa. Gears are controlled either by the computer, or manually by pushing up or down and accelerating by pushing fire.

The feel of the game is arcade quality. Joystick response is smooth and fast just like the car, and as the controls are so basic, this is definitely a game you can dive right into and get on with the thrill of the chase. One player, it's a great racer that will probably become dull with age. Two player, though, it's a timeless classic that'll be played for years to come (as well as causing many a fight with friend and family!).

Tony Dillon


Riding the crest of a hill, but what lies on the other side?

Slick and stylish gameplay. . . .



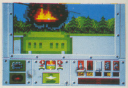
GREMLIN £24.99

> Will have you burning up adrenalin... and rubber

GRAPHICS	89%
SOUND	80%
LASTABILITY	88%
PLAYABILITY	91%
OVERALL	**87%**

Left: A Russian APC burns after a devasting hit from a HEAT round.

Below:Armoured collumns roll through on the intro sequence.



TEAM YANKEE

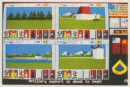
Howard Coyle is rapidly establishing himself as one of the foremost military fiction writers in the world. Team Yankee the book, focuses on a tank and infantry platoon of the same name on the front line during the opening days of World War Three.

Team Yankee the game, features the same units, maps and five missions. Because at times the book reads like a technical manual, the programmers had no problem in getting detailed information on the tanks and weapons featured in the game. I've read the book several times and I immediately felt at home commanding Bravo company. The bulk of the platoon is made up from M1 Abrams tanks, twelve in total, plus two anti tank Infantry TOW Vehicles and two infantry transport vehicles. The two squads which consist solely of tanks are usually used to spearhead attacks, while the infantry and ITVs hold back and are used for long range tank killing.

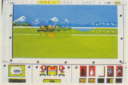
Prior to a mission you're giving a pretty comprehensive briefing on what's expected of you and your men. This is also the time to decide where and when your artillery back up will fire during your mission.

As tank simulations go *Team Yankee* is more of a sim for the arcade player than for the strategist. The first mission has you decimating enemy tanks, hardly taking a hit. The second requires stealth more than intellect. There's just not quite enough to do to keep hard core sim fans happy. However if you get bored with games where yoy have to pore over every tank procedure right down to refuelling, *Team Yankee* might just be on the right track.

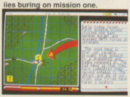
Mark Patterson



The four by four display lets you monitor each squad at once.



An battalionn of Russian tanks iies buring on mission one.



The controls are far more accessible than on the average simulation. At the bottom of the screen are icons for smoke cover, infra red, magnify view, weapons selection and laser sighting. At the top you can select a status report on that squad, a map or split the screen into four views, one for each group. To fire on an enemy vehicle you point the cursor at it and tap the left mouse button, it's easy enough until they start shooting back.

To move a platoon you simply select it, call up the map, point to a location and set the speed. It does prove awkward monitoring the different groups, especially when your not sure where the bad guys are lurking.

EMPIRE £29.99

“World War Three meets an above average sim”

GRAPHICS	74%
SOUND	67%
LASTABILITY	79%
PLAYABILITY	82%
OVERALL	**80%**

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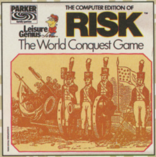
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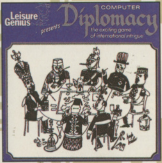
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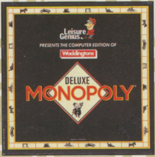
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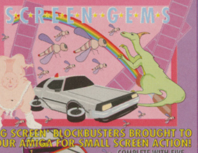

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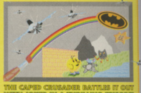

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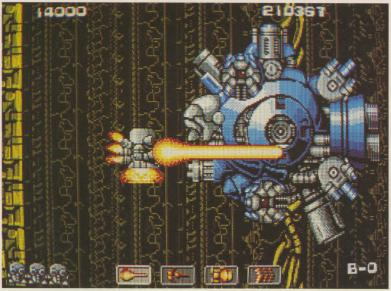
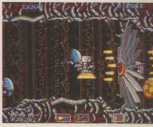
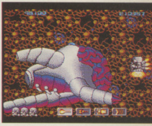




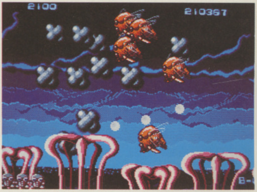
Two end-of-level guardians, both large, both violent. *Above*: the whisking machine *Below*: the cerebellum



ATOMIC ROBOKID

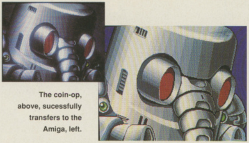
A cross between a vacuum cleaner and a helicopter gunship, *Atomic Robokid* is a sort of ultra-violent Metal Mickey character that could only be a Japanese creation. Cute, certainly, but not at the expense of some serious firepower. When *Robokid* appeared as a coin-op it stood out amongst the *R-Type* clones as one of the few pure shoot 'em ups of recent years with at least as much wit and originality. Detailed, fast and furious, it made a total bypass of the brain cells and aimed firmly for the trigger finger with the screens full of blinding colour, huge and inventive sprites and plenty of power ups. It didn't exactly break new ground, but it was instantly enjoyable.

The Amiga version stays true to the spirit of the original. You can either try spotting all the bits more or less lifted from other arcade games, or you can get on and play. The early levels are quick and explosive without being too easy, providing a good balance for experienced gamers and novices alike. You're not likely to get stuck at one particular point too often because each time a Robokid meets a sticky end, the droid that replaces him appears on an empty screen where the offending nasties have all been rubbed off. The continue option is also extremely handy for getting a decent way into the game without the hassle of constant restarting. *Atomic Robokid* can afford this because there ➤



Bzzz, the killer bees. Some of the screens are so densely packed with nasties that, unless you've polished up your fighting skills, you'll be consigned to the recycling plant. . . .

ATOMIC ROBOKID



The coin-op, above, sucessfully transfers to the Amiga, left.

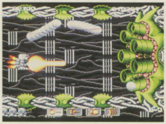
➢ are enough levels packed in to keep you busy for a very, very long time.

Probably the game's strongest feature is the number of different challenges it throws at you. There are short and fast levels where the aim is to get through as quickly as your little booster jets will take you, and others are pitched battles between you and suitably monstrous end-of-level guardian type sprites. There are even a few duelling levels thrown in, where you're up against another droid with similar firepower and dexterity as your own. It all adds up to one of the most colourful, accessible shooting games ever to find its way onto the Amiga.

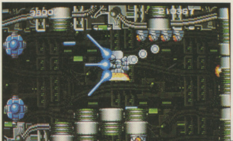
Atomic Robokid's graphics are clean and sharp, if not quite full screen. The intricate backdrops remain faithful to the coin-op, but ultimately the graphics lack a little something in comparison to the arcade version and the excellent PC Engine CD-ROM. Amiga shoot em ups have always been short of luminescence – the sprites are well drawn, but they just don't have the brightness which gives their console and coin-op rivals a more three dimensional feel. On *Robokid*, this particularly shows up at points like the end-of-game explosion (a screen-filling spiralling fireball), on other versions this effect is LOUD, on the Amiga it's just quite nice.

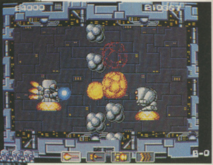
These reservations only come up because of the high standard Amiga games have now reached and *Robokid* is certainly not a bad offender, but it would be nice to have a little more DAZZLE in Amiga shoot 'em ups. After all, most of the fun from arcade games comes from frying a synapse or two. With that reservation aside, not much can equal Robokid, when he's tooled up with five way fire and his 'big energy gun'. This comes strongly recommended as a great source of mindless fun with a few surprises thrown in, but to be honest I think I'd buy any game with a title like *Atomic Robokid*.

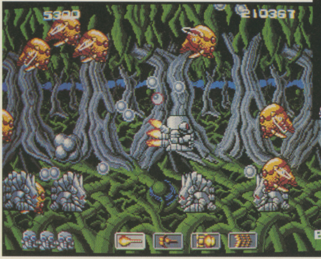
Mark Heley



Robokid's graphics have a distinctly "organic" feel to them, as the little tin soldier operates inside the nightmarish organism where flesh and fuse are melted into one. Here we see the kid face his most horrible fears. . . .







Into the woods he ventured, into the fray. Robokid's prepared for the cluster bombs. . . .

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> Will cause damage to your trigger finger. . . .

GRAPHICS	81%
SOUND	76%
LASTABILITY	85%
PLAYABILITY	90%

OVERALL 86%

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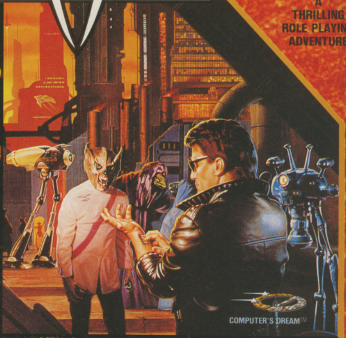
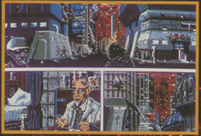
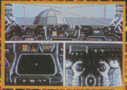




Player interaction gives you the chance not only to participate in the lives of other characters, but to be plunged into the actual city of Terrapolis.



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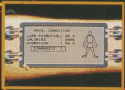

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“Just what a game should be: looks good, sounds good, and plays like a dream.”

Chris Morley, ACE, October 1990

By Graftgold

SIMULCRA

MicroStyle

ACE RATED 936

ACE RATED 936

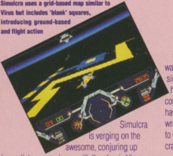
The 3D vector graphics system in Simulcra features solid filled 3D graphics with shadows and light intensity surfaces. The system allows solid and wireframe surfaces to be freely mixed. Stipple and transparent/semi-transparent surfaces are also employed.

The game code runs up to 252 non player objects on the map. The game cycle rate and the view cycle are independent so that game time can be kept more or less constant even if the display rate is slowed down.

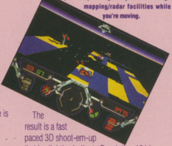
Special explosion effects are achieved using a highly efficient particle controller that individually moves up to 100 particles. Definitely a game that goes with a bang!

To add variety to an already exciting game, Microstyle have thrown in a wide variety of enemies. First, and most common, are the laser turrets that slowly sweep in a complete circle until they lock onto you, whereupon they fire viciously. Various ground and air attack craft, such as jeeps and small tanks, race around the walkways, thankfully needing only one shot to kill. Then you reach the megatanks – these can only be killed with missiles, but when shot explode in the most satisfactory way yet, by first ejecting the gun turret and then collapsing in on themselves with a terrific sound effect.

Throughout the game you also have access to a map screen for strategic planning – and there's also a neat power-up that gives you short range mapping/radar facilities while you're moving.



Simulcra uses a grid-based map similar to Virus but includes 'blank' squares, introducing ground-based and flight action



MICROSTYLE hurl you into the computer war of the future and produce a red hot 3D shoot-em-up as an incentive...

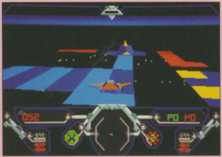
Cyberscape rules in the far future, where even war is played out inside massive computer simulators. A particularly unpleasant virus has, however, had the effect of projecting the combat into the real world and as a result you have hordes of bloodthirsty simulcraft pilots wreaking havoc all over the place. Your objective is to enter the 'battle matrix' and destroy the other craft as well as the matrix itself.

You control a sophisticated Suface Reconnaissance Vehicle (SRV) with swing wings that give it limited flight capabilities. You drive your SRV around the matrix, encountering every so often a thin red line that denotes an energy barrier beyond which you cannot pass. You must then locate the relevant energy projector and destroy it, which will lift the barrier and allow you to proceed.

Simulcra is verging on the awesome, conjuring up immediate comparisons with the classic Virus. Your SRV rotates 360 degrees and can fly or drive. The rotation and shading are excellent and the game has a great feeling of speed. Battle is fast and furious and you can power up the SRV with loads of goodies including speed-ups, radar, fire and forget missiles, target display systems, shields, and extra lives.

The result is a fast paced 3D shoot-em-up that is slightly similar to Resolution 101 in gameplay terms but blends in elements of Falcon and Virus as well. In addition, the grid construction introduces a maze element. Sound effects are superb and add to the sensation of speed. There's also a wonderful intro sequence.

Just what a game should be: looks good, sounds good, and plays like a dream.



Here at MicroStyle we couldn't think of anything more to add to Chris Morleys' review for Octobers edition of Ace.

RELEASE DETAILS

ATARI ST	£24.99	OCT 90
AMIGA	£24.99	OCT 90
No other versions planned		

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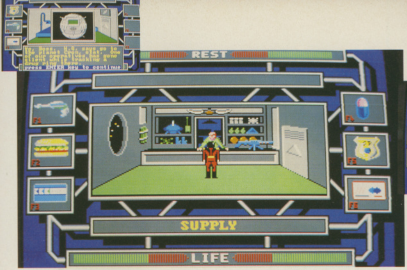
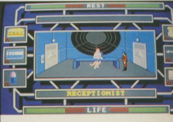


Yo, Boss. H.Q. says go to the planet Cron, stat. One of our operatives has gone silent while tracking a drug ring there.
press ENTER key to continue



Main picture: **The supply centre in the police building on Cron. You can have anything you want so long as it's unleaded fuel for your space ship.**

THE OMNICRON CONSPIRACY

As Captain Ace Powers, the hard nosed swine of the Star Police, you're mean, mad and out to get even. You are out to track down, and wipe out, an interplanetary drugs ring that, along with dealing death and devilishness, is responsible for the disappearance of one of your colleagues. You are now on the case. . . .

As adventures go, the plot for *Omnicron Conspiracy* is not entirely novel. What is however, is its setting. Putting clues together to solve a mystery seemed easy to Sherlock Holmes – he never seemed to have to go much further afield than a Sedan ride in order to catch his miscreants. Ace Powers hasn't the reputation of old Sherlock, and the nearest thing to a medical friend that Ace has is the nurse droid aboard his ship. The droid comes in useful if he gets hurt but only as long as he's in transporter range, at which time it'll do a quick Scotty and beam Ace aboard when he's in trouble.

So, armed with a fully fueled ship, a credit card, a stun/kill blaster, a keycard which will open some doors, and his badge, Ace must boldly go where no Star Policeman has boldly gone before (and never come back!)

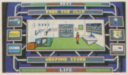
Control is ropey stuff on mouse but the simple use of keyboard cursor keys is the best way to help Ace truck his way around the cosmos, both in his ship and guiding his size 11's in the right direction each time he uncovers the co-ordinates to a planet that he needs to visit.

Unlike many recent adventures, the graphics are disappointing; they're blocky and movement is far from smooth or rapid. Maybe this is to bring home the idea that a policeman's lot is not....

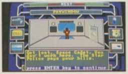
Overall though, *Omnicron Conspiracy* is entertaining and funny. The plot unravels nicely and provides the player with all the clues that they need to see justice done.

Interaction with other characters within the game is easy with no 'Say "Hello to drunks in alley"' keyboard nonsense and both music and sound FX are atmospheric and complement the overall feel of the game.

Garth Sumpter

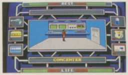


Fred's the man for your ammo.

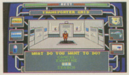


Get lost, Space Cadet. You don't work here. The Star Police pays your bills.
press ENTER key to continue

A Star Policeman's lot is not. . .



Dear mum, can I come home now?



WHAT DO YOU WANT TO DO?
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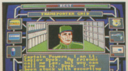
EXAMINE
USE
SEARCH

Beam me down to planet, Snotty!!!



Captain Powers, I am Lt. Laslov Drek. My friends call me Laz, but you can call me Lt. Drek. I've been stuck with escorting

TIPS When you first start you need to transport down in order to see the Chief and be briefed on your mission – but don't leave home without your flexible friend (Credit Card) or your gun.

The bosses building on Cron coordinates (480117) houses some potentially useful offices all accessible by lift. From the transporter room on floor one you rise up through the payroll dept, the communications setup (which has broken down), the archives room for which you need a password.

Don't shoot innocent bystanders – you'll go to jail.

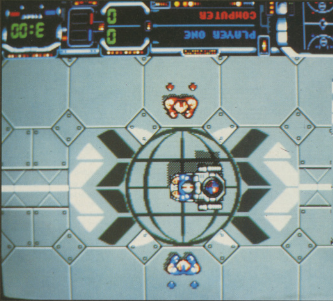
Some people react badly to Star Police so be careful about waving your badge about

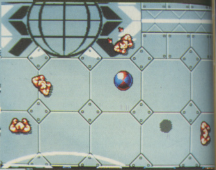
MIRRORSOFT £24.99

> **Atmospheric and entertaining adventure**

GRAPHICS	69%
SOUND	82%
LASTABILITY	83%
PLAYABILITY	82%

OVERALL 81%





It's kick off time twenty-fifth century style, and below here's a glimpse of your team captain. The goals, though, are scored in the old-fashioned manner.

FUTURE BASKETBALL

The idea that one day mass revolt and public disorder might be quelled by offering the masses a sop in the form of some form of violent entertainment isn't a new one. Comic books have recycled it on numerous occasions, and it has appeared in movie form most notably in Rollerball and The Running Man. Game designers too, have used the idea, the most successful example being the Bitmap's *Speedball*, and it is to this that *Future Basketball* is severely indebted.

The game is quite literally what its title suggests, an updated form of basketball. Whereas the original game is tedious in the extreme and devoid of any physical contact, *Future Basketball* offers the player the opportunity to shove and punch the opposition to gain possession, and provides pitfalls in the shape of little niceties – such as exploding tiles and circular saws which home in on players. Goals are scored, in time honoured tradition, by dunking the ball through a net at either end.

There's a league system which starts you in the third division and pitches you against such charming opposition as the Geisha Boys and Heavy Duty. The season lasts fourteen games played against seven sides over a period of six minutes. You can edit your squad and stengthen it by buying new players with greater skill, aggression, stamina etc. Prices start at about 10,000 (10,000 what I'm not sure) and go up to 1,000,000, but you have to sell a player first before you can buy one – an idea that should be applied to the likes of Man Utd and Liverpool. However you don't seem to make any money for a sale which seems a bit tight.

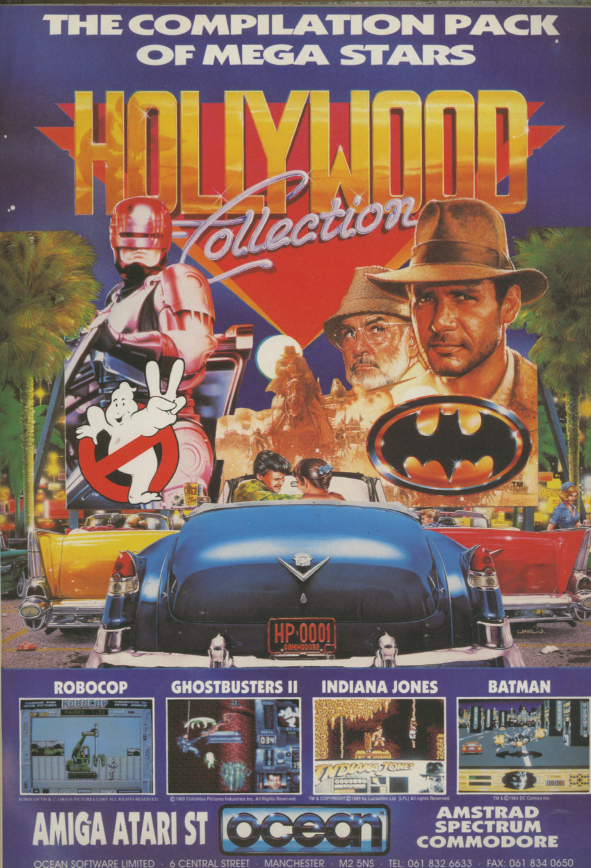
In practice the games are very competitive, but you shouldn't have a problem dragging yourself out of the lower divisions. The graphics are fairly neat and colourful but there's no attempt to conceal *Future Basketball*'s debt to *Speedball* in its stylisation, overhead view and metallic playing surface. But where it really comes second (much more so than because of its lack of imagination) is in its scrolling which isn't quite as smooth making things a little difficult to focus on at times. Sorry, but a clone really has to be superior in every way to merit recommendation.

Mike Pattenden

HEWSON £24.99

‘ Speedball lookalike but lacking in style & polish ’

GRAPHICS	78%
SOUND	67%
LASTABILITY	75%
PLAYABILITY	77%
OVERALL	**75%**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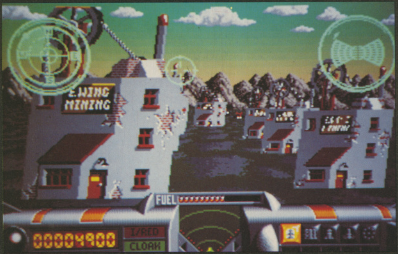


CU SCREEN STAR

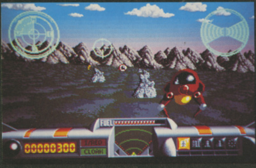
A highly populated area, that requires all of your piloting skills to naviagate.

SHOCKWAVE

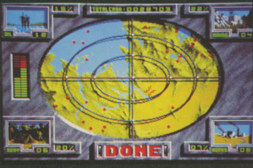
As an avid watcher of Prisoner Cell Block H, I am well aware of the trials and tribulations of the average prison inmate. Maybe we haven't got to that episode yet, but I can't remember Bea or Lizzie ever having to defend Wentworth against swarms of invading aliens.

The prison you oversee is completely isolated and self sufficient . Set on the coast of a remote island, the surroundiing terrain is broken up into four areas, each providing a different function. The sea quadrant contains oil rigs, providing fuel for your small fighter aircraft and the jungles hide the army, slowing down the velocity of the approaching alien craft. The deserts house factories to develop new weapons and the mountains shelter the mines which finance it all. Obviously, the more of each item you have, the higher your productivity.

The game is based around three screens. The first is a map screen where the strategic element of the game appears. You are shown a map of your area, split into its four quarters. This shows you the location of any incoming aliens, as well as telling you how many of each quadrant's key items you have. For example, how many mines are in the mountains. In the four corners are four percentages, telling you how overrun the quadrants are. If any of these reach 99%, you lose the section, plus any services it may provide. If you lose the mountains, you don't get any more money.



The aliens tend to fly very close, but don't worry. They can't crash into you.



The control centre of the game. The map shows the location of all craft, as well as keeping you up to date on finances and amenities owned.

The armoury is straightforward enough. Here you are informed of which weapons you currently have access to, as well as all the new ones your factories have produced.

Finally, there's the arcade section, which is a first person perspective high speed flight across an area chosen from the map screen. To say this section is incredibly impressive would be an understatement. The most amazing thing about it is the amount of sprites of screen at once running at twenty-five frames a second. Even the floor surfaces are made up completely of sprites, a darn sight better ➢

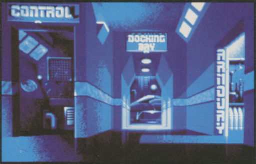
SHOCKWAVE

than a few scrolling stripes.

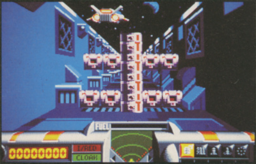
The entire game is mouse controlled, and it's a system that works very well indeed. The map and armoury screen are typical point and click, whereas in the arcade section, you control a crosshair that targets your currently activated weapon, as well as steering the nose of your craft. The controls are sensitive and fluid, making the game enjoyable to play, one factor that guarantees longetivity.

Shockwave is a very easy game to play. It is also a very tough game to beat. Highly playable, long lasting and most of all, ORIGINAL. What more could you ask for?

David Brice

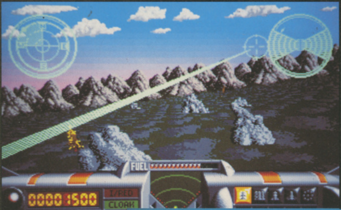


The main screen, giving access to the control room and the armoury.



One of the secret missions, a daring flight along the Death Star

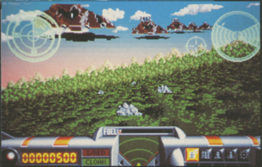
At the start of each mission you are told where you are flying, what time of day it is (as night approaches, it gets harder to see) and how many aliens you have to destroy. You begin the game with six shields, which are depleted by crashing into ground objects, such as oil rigs and trees, or by taking hits from the alien craft. Unfortunately they cannot be replenished, so it helps to fly very carefully. Those six shields have to take you through the entire game.



GENERAL HINTS

The first thing to buy is another mine. This creates a higher income rate, allowing you to buy more amenities faster, improving your defences no end.

It's best to take out incoming aliens as quickly as possible, to keep the numbers down in each quadrant. Remember, too many in one quarter, and you lose the section.



Above, racing through the mountain ranges. It's particularly dangerous to fly at a low altitude.
Right, the slightly flatter jungle area, but that's not to say that you can skim the ground. There are still enough ground objects to sap your shield.

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GRAPHICS	90%
SOUND	79%
LASTABILITY	86%
PLAYABILITY	88%
OVERALL	**86%**

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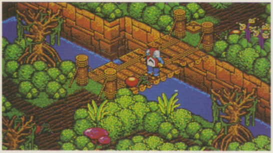
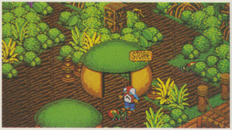
V*oodoo Nightmare* represents the latest and last release from Zippo Games (famed for *Cosmicic Pirate*). Although they will still be turning out products in console form, it seems that they will never produce Amiga software again.

The downtrodden Boots Barker hasn't had a good day. While he was ballooning with his girlfriend and best mate he was thrown overboard as excess baggage.

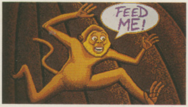
VOODO N



The bridge looks more than slightly unsafe; your best bet is to head for the teleporter on the right hand side.



The store provides essential supplies, the hard part is coughing up the readies.



One of the three 'missions you'll have to complete. This time you need to search the jungle to find this little chappie some bananas.

CU SCREEN STAR

He regains consciousness well and truly up the jungle without a clue as to his location, and to top it all off a witch doctor has gone and superglued a voodoo mask on him which won't come off for love nor money. His only form of defence comes from his faithful pair of steal toe cap DMs with which he can mercilessly mash insects and snakes into a pulp.

The instruction manual gives you some rather cryptic clues about where you have to go and what you have to do. To remove the mask you need to find the witch doctor and destroy him with a voodoo doll, into which you stick eight pins. Finding these isn't altogether easy. The first five are secreted in the temples of the Eagle, Ape, Lion, Monkey and Spider and each one is around forty screens big, containing puzzles, traps and dangerous wildlife, and once you're inside the only way out is to offer gems to the temple god.

Should you survive you then have to complete three 'missions' to earn the last of the pins. These involve returning a lost lion cub to its mother and finding dinner for a monkey. Although they might seem a bit strange, these missions inject an important dose of variety, preventing the game from feeling samey.

Even when you've collected all the pins the game's not over. Boots then has to go through part two, which is in the same style as the previous levels and where, if anything, there's even more to explore. This time you face the undead and they can't be bought off with a mango.

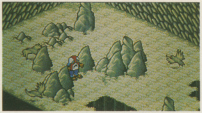
The most remarkable feature about *Voodoo Nightmare* is that it comes on just one disk. Amazing when you consider it's over seven hundred screens big, with still shots, an intro and plenty of sound.

My only criticism is the controls. I found moving Boots around the screen often difficult and frustrating. Although I initially failed to make hand and joystick into an effective combination, I practised moving Boots up and down long paths until I eventually discovered how to make him go where I wanted him to.

Voodoo Nightmare is an excellent game, a kind of thinking man's 3D *Sabre Wulf* (if anyone can remember that far back). There's plenty to do, a generous dollop of arcade action and puzzles, a huge playing area, colourful graphics and enough features to keep it interesting, even if some of the puzzles are a bit obscure to begin with.

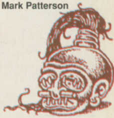
It'll be a long time before anyone can reveal Boots to the world. I suggest starting your jungle trip today.

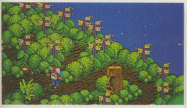
Mark Patterson



Inside the temple of the eafle boots faces up to one hell of a task, finding the crystals and avoiding the birds.

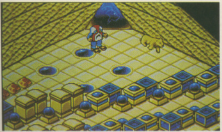
IGHTMARE





Boots is by stalked by a lion in the temple of the same name.

THE JUNGLE is made up of two-hundred-and-fifty isometric 3D screens with features such as chasms, rivers, rope bridges and wildlife in various forms. When night falls everything turns into a pretty shade of blue and the jungle animals retire to bed after a hard day of giving you grief. Your only supply line comes from the various jungle shops, and the friendly, if somewhat elderly, shop keeper. When the shops close the casinos open. Inside you can gamble the jungle currency of bananas and gems on the fruit machine, although more often than not the machine wins.



AMIGA SPEC

MEMORY REQUIRED	512K
COLLISION DETECTION	8/10
COLOURS ON SCREEN	16
LEVELS	2
SCREENS	500+
NUMBER OF PLAYERS	1

THE GAME HAS BEEN CRAMMED ONTO ONE DISK BY USING A CLEVERCOLOUR SYSTEM WHICH USES ONLY A FEW PALETTES.

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GRAPHICS	82%
SOUND	77%
LASTABILITY	85%
PLAYABILITY	84%

OVERALL 85%

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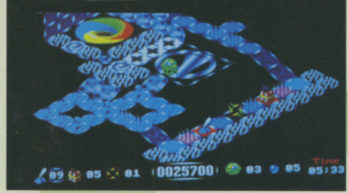
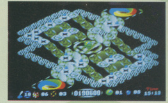


The start of level two, and boy that ice patch looks dangerous. There's a fair few goodies lying around though. How do I get to them...?

CU SCREEN STAR



Which is the right exit to take?

GLOBULUS

Do you ever get the feeling that the room is spinning and flipping around you? Globby does, only in his situation he's in control. Quite what his situation is, I'm not sure, but it entails flipping a room upside down, laying dynamite and jumping down rainbow coloured holes in the floor. Globby is a viscious alien warrior with a killer instinct and a hunger for blood. He also has a journey to make, far more dangerous than even the most perilous trip to Safeway. Twenty five levels of digital hell await.

Of course, like any good game, there are a multitude of things to hinder your progress. First, and by far the most common, are spiky tiles. Found on every level, tread on these, and you instantly lose one of your three lives. Then there are the moving spikes that, just like the witch in Chorlton and The Wheelies, pop up all over the place, so watch where you tread. There are also a variety of roaming creatures that bounce, roll, jump and slide around in pre-set patterns.

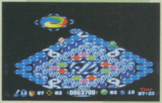
To combat these elements you have some dynamite to take out barriers and certain nasties, and a smart bomb to clear the screen of all roaming fiends. At the end of each level, you are alloted a certain amount of bonus points depending on the length of time it took to do the level, plus any extra bit and bobs you may have picked up along the way. With these you can buy extra smart bombs and dynamite to top up flagging supplies.

Playing *Globulus*, I soon realised that there is a lot more strategy involved than you would assume from the screenshots. Fifteen minutes may seem like a very lenient time limit for a level, but believe me, you'll need every second, especially on the later levels. Sometimes even seeing any clear route through a level requires multiple flips, so a fair deal of thought is necessary.

Innerprise have managed to attain the perfect balance. The right blend of arcade action and mind straining strategy to appeal to almost everyone, and the sort of hookability arcade manufacturers dream of. This is one heck of a game. Do not miss on your chance to play this addictive treat.

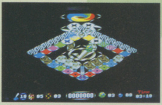
Tony Dillon

Each level is made up of a collection of tiles placed together to form a maze. Some labelled "tiles", when jumped on, cause unusual effects, such as jumping you forward another square, jumping you two squares, sliding you along until you reach a barrier or die, jumping and turning you ninety degrees in a given direction, or even giving you extra weapons or lives. There are also various ramps and steps placed in precarious positions. These can only be walked down. To walk back up, you have to use a little gadget called a flipper to turn the screen upside down, inverting everything including the ramps. Flipping the screen also changes the orintation of some of the direction tiles, causing you to jump in a different trajectory. The key is to find the right path through the maze to take you to the multicoloured wormhole to the next level.



Almost home and dry (above).

Level one? Easy as pie, almost.



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“Strategic fun with its fair share of bounce. . . ”

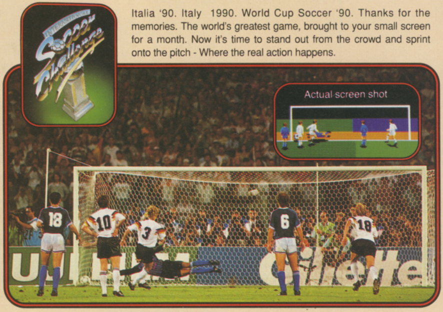
GRAPHICS	83%
SOUND	76%
LASTABILITY	91%
PLAYABILITY	90%

OVERALL 85%

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduce the winner, Autumn 1990.

Italia '90. Italy 1990. World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.



Tackle hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner...

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

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- International Soccer Challenge. It will make Gascoigne weep with joy, get Marradonna excited, and have Hullit tearing his hair out.

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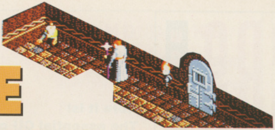


THE IMMORTAL

CU SCREEN STAR

RPGs haven't changed much over the years. But *the Immortal* seems set to shake up the genre.

There's the tried and trusted plotline – your mentor has been thrown into a multi-level dungeon, and it's down to you to get him out.

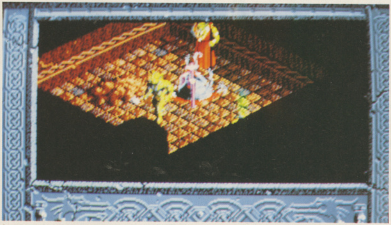
The first departure from the norm is that you no longer control a group. This has been abandoned in favour of a single character, proficient in both combat and magic. Status windows and text panels are displayed intermittently, instead of full time using up scarce graphics locations. The story is now played out on a full screen, using extremely detailed 3D graphics. Rooms comes in two forms, static or scrolling, depending on their size. Rather than have the screen scroll round your character, you can go anywhere in a room and explore while keeping an eye on any bad guys in the room.

There's a lot of scope for doing your own thing. You don't have to solve the puzzles concurrently, though to advance to the next level everything has to be completed. The problems themselves are straightforward without being too easy. The toughest part is combat. Your wizard can only jab, slash and dodge so you need to be careful as other dungeon dwellers can use the same moves to better effect. When a creature does come to a sticky end he collapses to the ground with blood spilling from a rather nasty wound. Another nice touch is the way in which corpses linger rather than disappear – a few troll cadavers brighten up the dreariest room.

My only criticism of *Immortal* is its save game system. When you complete a level, the computer gives you a thirteen digit code which you're supposed to type in to continue from that position. And because staying alive for more than two minutes is a challenge on a new level you end up having to type the code in repeatedly, which slows things down a bit. I would have preferred a system whereby you can enter the game at the level you died on, so you only need the code when you've switched off and reloaded.

Although at first glance *The Immortal* appears to be a standard arcade adventure, it feels more like a traditional RPG. Personally I would like to see something more in the lines of a single player *Bards Tale*. However this is something which shouldn't be overlooked by any RPG fan with a thirst for progress.

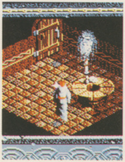
Mark Patterson



Sticky wicket. The goblin king gloats as your body liquidises. . . .

GENERAL HINTS Keep your eyes open, it's easy to miss small objects. And in the room with no lights use a fireball on the torches, otherwise the shadows will get you.

Remember. No doubt you'll get to pick up a lot of objects en route. Don't be fooled into believing that each and every one of them is useful – far from it, some can be positively dangerous. . . .



ELECTRONIC ARTS £24.99

Stylish looking RPG that is new and up-to-date

GRAPHICS	88%
SOUND	78%
LASTABILITY	90%
PLAYABILITY	91%
OVERALL	**91%**

BUYERS GUIDE

Here it is! The essential CU guide to the hottest selling titles on the Amiga. Check out what's going to be new in November, which games the CU staff play, and the Classics on Release Chart – our guide to great games that are still available.

NOVEMBER RELEASES

PRODUCT	*PUBLISHER/INFORMATION*
TEAM SUZUKI	Polygon racer, Gremlin
VOODOO NIGHTMARE	3D arcade adventure, Palace
JAMES POND	Fishy arcadester from Millenium
THE FINAL CONFLICT	Nuclear strategy by Impressions
HILL ST. BLUES	TV Cops return, Krisalis
BRIDES OF DRACULA	Vampires, zombies and blood, from Gonzo Games
WIN-A-BILLION	Multi-player game show action, from Impressions
E-SWAT	Coin-op robotic carnage, US Gold
ROGUE TROOPER	Comic fantasy from Krisalis
XIPHOS	Impressive polygon SEU, Electronic Zoo
CAR-VUP	Fun platform game with cartoon car Core Design
Z-OUT	Long-awaited follow-up to X-Out, Rainbow Arts
NINE LIVES	Platform fun with Bob the Cat, from ARC
WRATH OF THE DEMON	Kill the Demon, from Readysoft

AMIGA CHART

TM	LM	
1	NE	**CORPORATION. Core Design's hi-tech world debuts at the top.**
2	1	**KICK OFF 2. The Anco goliath is finally toppled.**
3	NE	**SHADOW OF THE BEAST 2. Psygnosis' sequel makes a surprisingly high entry.**
4	NE	**YOGI'S GREAT ESCAPE. Hi-Tech. It's higher than the average budget game.**
5	11	**TARGHAN. Action 16's budget rerelease storms up the chart.**
6	NE	**MIDNIGHT RESISTANCE. First appearance from Ocean's arcadester.**
7	2	**SHADOW WARRIORS. Ocean's other arcadester falls five places.**
8	3	**LOST PATROL. Ocean's 'Nam epic is still buzzing around near the top.**
9	NE	**SHADOW OF THE BEAST. Psynosis' prequel to the sequel makes a re-entry**
10	7	**ITALIA 90. Codemaster's footy action gets ready for relegation.**
11	20	**FAST LANE. Action 16's racing fun roars toward pole position.**
12	NE	**OPERATION STEALTH. US Gold bring a cinematic sleuth to our screens.**
13	13	**TREASURE ISLAND DIZZY. Codemaster's cutesy climbs slowly.**
14	4	**TURRICAN. Has this excellent shoot-'em-up from Rainbow Arts seen its day?**
15	14	**SUMMER OLYMPIAD. Signalling the end of summer? From Micro Value**
16	NE	**ON SAFARI. All sorts of wild beasties appear on the chart, courtesy of Action 16**
17	8	**PRO TENNIS SIMULATOR. Codemaster's ball is definitely headed for another court.**
18	6	**MIDWINTER. Rainbird's epic falls beyond redemption.**
19	NE	**WINGS. Cinemaware's WW1 epic appears at the wrong end of the chart.**
20	5	**F-29 RETALIATOR. Flight sim fun, from Ocean.**

DESERT ISLAND DISKS

THE CU TEAM LIST THE GAMES THEY CANNOT PUT DOWN

STEVE JAMES	Nightshift, Powermonger, James Pond
DAN SLINGSBY	Powermonger, Supremacy, Corporation
MARK PATTERSON	Cadaver, Powermonger, Shock Wave

CLASSICS ON RELEASE

PRODUCT	*PUBLISHER/INFO*
FLOOD Wetware platform action. CU Screenstar	EA, £24.99
FALCON MISSION DISK 2 Bolt on flight sim expansion CU Screenstar	Mirrorsoft, £19.99
FLIMBO'S QUEST Cute platform antics CU Screenstar	System 3, £24.99
CHAMPIONS OF KRYNN D&D mayhem in the world of the Dragonlance. CU Screenstar	US Gold, £24.99
NUCLEAR WAR Apocalyptical toilet humour with a cast of hundreds. CU Screenstar	US Gold, £24.99
MIDWINTER A small community up against a cold-hearted dictator. CU Superstar	MicroProse, £24.99
SUPREMACY Superb space strategy wargame. CU Superstar	Virgin, £19.99
F-19 New major combat sim. CU Superstar.	MicroProse, £29.99
UMS 2 Huge scale wargame that rewrites all the books. CU Screenstar	Rainbird, £29.99
CORPORATION Engrossing RPG with bells on. CU Screenstar	Core, £24.95
SUBBUTEO Computer version of classic football game. CU Superstar	Mammoth, £19.95
NEUROMANCER Futuristic cyberpunk RPG CU Screenstar	EA, £24.99
KICK OFF 2 The best footy sim ever.	Anco, £19.95
SIMULCRA Fast polygon battle simulation. CU Screenstar	MicroProse, £24.99
WINGS Cinemaware's finest hour. CU Superstar	Cinemaware, £24.99
WONDERLAND The ultimate adventure CU Superstar	Virgin, £29.99
MEAN STREETS Futuristic CD-ROMesque adventure. CU Screenstar	US Gold, £29.95
M1 TANK PLATOON Complex but enjoyable tank sim. CU Screenstar	MicroProse, £29.99

FANTASY ZONE

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INPUT

CORPORATION

RPG

I've learnt that blasting holograms with a gun is a very wasteful business indeed. And I've found the hidden arts of mindpowers. I'm an Empath, and can blast creatures with my awesome mind-blast! I've found out how to bring up the psionics menu, but what psychic powers do the open, closed, and ringed eyes actually give you?

Paul Hardy,
Sheffield

MANIAC MANSION

Adventure

I have had *Maniac Mansion* for ten months, and was hoping you could find someone who can tell me where and how to get the passcode for the secret lab, and also how to fix the staircase?

Matthew Kent,
Queensland

POLICE QUEST

Adventure

On arriving at the office after Marie has been kidnapped, Captain Hall tells you to speak up if you have a lead on the case. What do I do next? Do I have to drive somewhere?

Kenneth Larsen,
Bergen, Norway,

THE BARD'S TALE

RPG

I am having trouble solving two of the riddles in this excellent game.

'Past warscapes fought by men long dead, and treasures lost on bloodied fields, the One God lifts his thorne-crowned head and lays a strength on friendly ... ?'

'Name the seven of the One God?' I have six, but I lack the third: 'Lie with ??? and be forever damned.'

Thor Rune Haugen,
Hammerfest, Norway

DRAGON'S BREATH

Adventure

Could someone out there please, please, please tell me the combination of ingredients for the spell that makes loadsa money?

Ben Drouet,
Bixworth

OUTPUT

BARD'S TALE 2

RPG

On level 5 of the tower, at 6 north, 0 east, walk up and down the corridor five times for clues. The 'joke' is the laughing voice, so start the clues from there. Say HAVOK to the mouth at 0 north, 1 east. At 1 north, 1 east you will be teleported to a place where there is now a door leading to the segment.

Kyne Sedgeman,
Glen Waverly, Australia

GOLD RUSH

Adventure

Hire room 11 from the hotel receptionist, and go there and knock on the door. Pass the message the receptionist gave you to the man inside, who will then depart, leaving the door open. That gets you in. You should now turn the wheel and go through the fireplace to room 12. After doing a few things in room 12, you can leave via the window and balcony.

Burak Emiralp,
Istanbul

SPACE QUEST II

Adventure

Put the paper in the basket, and set fire to it with the lighter. Do this on floor one, West and Down from the elevator. Put the plunger on the wall if the acid nearly reaches you, then STAND. The glass cutter is used to cut the glass covering the vent, so that you can enter it.

Slow down the Scapeghost taxi by deflating its tyres so it moves slowly enough to get in. The way to scare Big John is by dropping the bulb, charging the holder with static, pushing the stair, blowing the curtains, and cooling him down. But it's not quite that simple. Timing is important.

Ray Smith,
Milton Keynes

ZAK MCKRACKEN

Adventure

After switching to Leslie, take the ladder and go to the door with three buttons on it. (Watch Shamon's dance to open it.) Push buttons in order and the door will open. Inside there are three doors and two statues. Note the strange markings on the feet of one of the statues, and use it on the statue in Mexico to get the piece of crystal shard. Then go to the first door. Pick up the crystal on the pedestal by using the ladder. Enter the door, which will open. You are now in the labyrinth. In one of its two rooms there's a map, a picture of the sphinx, and strange markings under the picture. Note it and use it on the leg of the Sphinx in Cairo.

Annie will read the scroll in London. Give whisky to the soldier, and when he's asleep switch to Zak and cut the fence with wire cutters. Then go to the altar and use the two pieces of crystal shard and flagpole on the altar. Switch to Annie, go to the altar, and read the scroll. The pieces will join to form a yellow crystal. Go to Shamon to learn how to use it.

Burak Emiralp,
Instanbul

PERSONAL NIGHTMARE

Adventure

Judy's Brother: He is immaterial to the game. **Film**: No money is needed to develop it. You'll find a free voucher in the magazine under the darkroom table in Ivy Cottage. **Prayer Book**: Cut off the dead woman's fingers with the secateurs found in the shed at Ivy Cottage. **Gardener**: Wait till he goes home at about 11 o'clock.

Marc Baldwin,
Bolton

First you must kill the vampire. Michael Williams is he, and is to be found in the crypt. Now to wreck a car! On the second night wait outside the pub at midnight. When the car appears and tries to run you down, dodge it by going East then North and WAIT. It misses you each time and on the fifth try it will crash into a tree. The keys to the garage are in the glove box.

Ray Smith,
Milton Keynes

KING'S QUEST III

Adventure

To kill the wizard you have to crumble the cookie into a bowl of porridge. Give it to him when he is hungry. The porridge is found in the Three Bears House. If you do not see it when you first arrive, keep entering the house until it appears.

Kenneth Larson,
Bergen,
Norway

INTERACTION

Want to win ten of the best adventure, role-playing, strategy and wargames from recent months? I thought so. That's the prize I'm offering for the first person who can tell me who published the adventure game,Wonderland. That should be easy enough, especially if you've got a copy of last month's CU handy.

BREAD, FISH, COCONUTS AND FANTASY ZONE

■ In *Corruption*, where in the hospital is the stethoscope? Is the carousel in Jinxter of any interest? And how do I impress the baker with my delicious bread when I don't possess any? How do I debug the listing in *The Pawn*? How do I open the coconut in *The Island Of Lost Hope*? How do I get the scurvied prisoner's attention? Is Captain Black's gold ring obtainable, and lastly how do I make a fishing rod and get the baby whale?

I know this is far too many questions to include in Fantasy Zone (why did the adventure column disappear anyway?) but please take the time to go through my braincell bugging questions.

Kristian Olsen,
Tromso, Norway

Keith's Response: There, it wasn't - I've included the lot! Can anyone help Kristain? Fantasy Zone has incorporated the old adventure column, although I must admit I feel that when it was called Into The Valley the title had a nicer ring to it. And by the way, have a closer look at Boris the teddy bear. You'll find him in the hospital's TV room.

ROBBING GRAVES

■ In *King's Quest IV*, how can I enter the Ogre's house? Do I have to use something and, if so, what? How can the trapdoor in the old house be opened? And where should I dig with the shovel?

Daniel Menendez Delgado,
Cadiz, Spain

Keith's Response: Dig up the following graves in the cemetery: Betty Cowpen's, the boy's, the baby's, the miser's, and Lurd's. But I can't help with the trapdoor and the Ogre. Who can?

OPEN THAT DOOR!

■ I have just bought *Leisure Suit Larry (part 1)* but I'm not very good at it because this is my first adventure game. What is the password in Lefty's Bar, and how do you open the golden door on floor eight of the casino? Please help.

Leighton Williams,
Coventry

Keith's Response: In general, EXAMINE everything in an adventure game - you never know what useful hidden things might be revealed. In this case, EXAMINE the wall in Lefty's toilet cubicle, and READ what you see repeatedly until the password is revealed! But as for the golden door - I never managed that one myself!

Want to interact with **Fantasy Zone?** Send me your problems, or any help you can pass on to those whose suffering is chronicled in these columns! If you include your full address, I will get back to you with a quick answer if I have one to hand. Anyway, you will get a reply, even if it's only a 'thanks for the help'.

The address is:

Fantasy Zone,
CU Amiga, Priory Court
30-32 Farringdon Lane
London EC1R 3AU

FANTASY ZONE

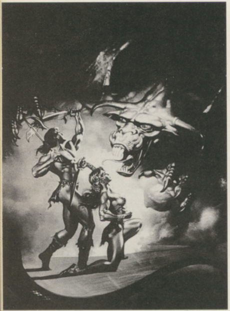
NEWS

DRAGON WARS
RPG

Interplay Productions, who are best known for the award-winning *Bard's Tale* series, are back on the scene with *Dragon Wars*, a fantasy role-playing game set in the land of Oceana.

Searching for the island of Dilmun, a legendary paradise, your party of characters are dragged from their boat, stripped of everything they own and dumped in the land of Purgatory, the underworld. The once kind and good King of Purgatory has suddenly embarked on a campaign to conquer all the islands of Ocenana and outlaw all magic. Figuring that the King must be going slightly mad you decide to find out what's going on and whether there's a way to stop it before he ruins Dilmun.

Featuring a combat system based on a popular super-hero role-playing game, players can also use characters created in *The Bard's Tale 1* and *2*. Catering for all tastes, Dragon Wars will be available from October through Electronic Arts.

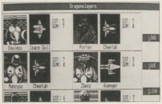


EYE OF THE BEHOLDER
RPG

Contrary to earlier reports, *Eye of the Beholder*, the fifth AD&D game in the *Forgotten Realms* series, is in fact the first in the 2nd Edition Advanced Legend Series, Fantasy Role-Playing Saga Vol.1! Yes, it's set in the *Forgotten Realms* world and, yes, it does draw on already published material from the tabletop game, but there's one main difference that sets it apart from all the other AD&D titles flooding the market. The whole game is played in first-person perspective (a la *Dungeon Master*).

Taking background material from 'Waterdeep and the North: City System' and 'The Ruins of Undermountain' (tabletop products), you are hired by the Lords of Waterdeep to investigate a 'source of evil' that's been detected under the city. As well as vast hordes of monsters to fight, the characters will also have several friendly encounters under the city, as well as uncovering clues to a conspiracy against Waterdeep.

Up to six characters can be controlled (4 PCs and 2 NPCs) and all the major AD&D 2nd Edition rules from combat to spellcasting are covered by its 'point-and-click' interface. The game's biggest claim to fame is the 'breathtaking' 3D graphic. Having seen an IBM PC demo up and running, I can vouch for the quality - I was very impressed. This should herald yet another brand new series of AD&D games.



Above: **Some of the many pilots and their starships from *Interceptor*.**
Left: **A superb illustration from *Dragon Wars*.**

INTERCEPTOR
STRATEGY

SSI, taking a short break from the AD&D series, are turning their attention to yet another tabletop game. *Interceptor* is a board game/RPG set in the 69th century and sees Earth under the control of an Ancient Roman-like government in a struggle against the Renegade Legion. Of course, being the 69th century, the struggle takes place in sleek starfighters.

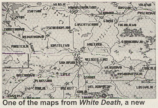
Taking control of fighter squadrons on either side, you play through a series of missions, from straight dogfights to co-ordinated attacks on space stations. Always strong in SSI games is the intelligence of computer-controlled opponents and in *Interceptor* the enemy is calculated to match the skill of the player.

Look for Interceptor early into next year.

STORM BREWING
WARGAMES

A new label has entered the wargame market - Internecine, part of Storm Computers. With releases scheduled right through to 1992, Storm Computers want to make an immediate impact. Their first three titles are scheduled for release in the next two months.

Action Stations is a Naval combat simulation set between 1922 to 1945. It re-creates the actual displays, charts and boards that would be used on ships at that time. You can take control of most of the major crew members from the Force Commander down to the Damage Control Officer on any of 186 different ship classes in up to 30 scenarios.



One of the maps from *White Death*, a new wargame from Storm Computers.

Blitzkrieg concentrates on Hitler's last major surprise attack on 16 December 1944, as we were awaiting the return of our victorious armies he suddenly sprang forward at our weakened front lines, pushing us back nearly 50 miles before running out of fuel on Christmas Day and being beaten back.

White Death takes you to the Russian Front, 1942. A German garrison based at the vital rail junction of Velikiye Luki finds itself being encircled by Russian troops. Taking control of either side you will find yourself up against what Storm boast as 'the toughest computer opponents ever programmed!'.

Future titles including a space naval scenario actually based on a 1942-43 campaign and *Suez '73* amongst others. For further information write to Storm Computers at 140 Arndale Centre, Wandsworth, London SW18 4TQ. Don't forget that all-important SAE.

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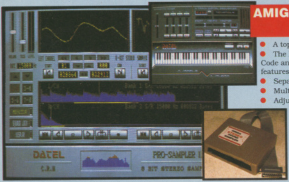

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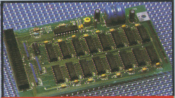

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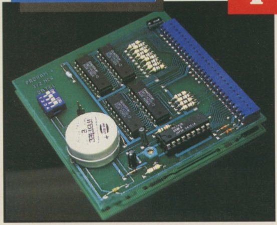

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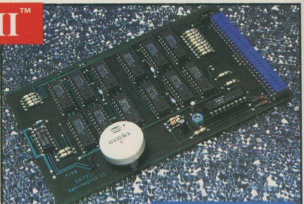

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HELPLINE

ENQUIRIES

MENACE

I bought this game not too long. I'm having trouble with level four. Has anybody got a poke or cheat for infinite energy or to skip a level? Any help would be appreciated.
Joseph Robinson, D1

MIDNIGHT RESISTANCE

I've recently bought a copy of *Midnight Resistance*, but I can't get anywhere. Has anybody got a poke for unlimited lives?
James Deadman, D2

XENON

Please could somebody send me a cheat for infinite lives because I can't get past level 2.
Colin Doran, D3

BATMAN

I've had Batman since it came out, but I still can't get past the first part. Would somebody give me a hack for infinite lives?
James Barclay, D4

DIZZY

Please could you help me with *Treasure Island Dizzy* because I don't know where to go to get the fireproof suit? And what is behind the tree trunks and how do I get past them? A cheat for *Blood Money* would also be greatly appreciated for this mega hard game. Thanks to James Forrester for the *Cybernoid* cheat.
Alex Storer, D5

WEIRD DREAMS

Can anybody out there help me? I cannot get past the girl with the knife. I know the SOS cheat but that doesn't help.
Patrik Winkergvist, D6

FUTURE WARS

Please can someone help me get out of the jail in the Crughon ship? I have tried everything.
T Skogstad, D7

I've got problems with *Future Wars*. I'm at the Crughons space ship after shooting with Lo'ann. I've put the cloths over the camera. I have a lance, a pendant, a pill, a card, a gun, a key and some documents. I'm also completely stuck.
Gerbert Nuijen, D8

NEW ZEALAND STORY

I've reached level 5.2 and I can't get off the screen. I don't need any cheats, just directions. Also if I get killed by the axeman on this level and fall onto the spikes the machine crashes. Is this a common bug?
Richard Gleaves, D9

SHADOW OF THE BEAST

Further to the *Shadow of The Beast* cheat which appeared in September's Helpline. It read 'for infinite energy hold down the joystick fire button and left mouse button until you have to change disks'. I tried this for several hours with no luck. I've tried every tip I know without any success. I've had this game for several months now and I can't get to level two. Has anybody got a working cheat or is there something wrong with my *Beast* disks?
M H Rehman, D10

BATTLETECH

Does anyone know how I get Dr Tellhim to help in *Battletech*? I've been stuck on this stage for months and my health is suffering! I've got as far as the doctors house - but none of my team can answer his questions, so I can't get any further.
Rob Calvert, D11

F18 INTERCEPTOR

I have had the game *Interceptor* for quite some time now, but no matter how hard I try I can't qualify for the missions. Please can someone give me a hand, or a cheat for skipping this section?
David Clulow, D12

BUBBLE BOBBLE

Could somebody please send me a cheat for this game. I've had it for two years and can't get past level 82!
Niten Saxeria, D13

BATMAN

Please can someone supply me with a cheat or poke for *Batman The Movie*? I have tried the cheat using the the J, A and M keys but it doesn't work.
I have version 'D100E10B' from the Batman Pack. I have got to level five but I'm getting bored with starting back at the beginning. A level skip would be appreciated.
Robin Whiting, D14

SHADOW WARRIORS

Could someone please help me, I am stuck on level four at the bit with the trees and the water? I can't avoid the sea monsters and I end up in the drink. Could someone please send in some help?
Stuart Miller, D15

RESPONSES

NEBULUS (C7)

Type 'HELLOIAMJMP' (all one word) on the title screen, then use F1-F10 to skip through the levels.
Simon Thomson + Adam Nolan

SHADOW WARRIORS (C16)

Press CTRL, Escape, F2, 5, V, J, Help, Right Alt key, left bracket key on the numeric pad and the small enter. When the title screen is playing the bottom of the screen should flash. You then press Help to skip levels.
Niten Saxena

IKARI WARRIORS (C18)

For infinite lives type FREERIDE on the scoreboard.
Kumar Naib + Kishore Naib

NINJA WARRIORS (B14)

For the very last time! Start playing, turn on caps lock, type CHEDDAR and turn off caps lock to get infinite credits. Has everyone got that now?
Anne Henderson

BERMUDA PROJECT (C11)

To open the hatch you have to go to the jeep, get the bucket and spade, then go to the sea south of the plane. Fill the bucket and use it on the flames then clear the sand away from the hatch with the spade so that you can open it. In the hatch you'll find a crowbar which you can use on the crates to find a passenger and fuel for the jeep.
Alan Ullman

FUTURE WARS (B16)

What you need here is the little flag found just inside the WC door. If you examine the map in the office, an enlarged version will appear. Examine the enlargement to find the little hole in Germany (it's almost invisible!). Then put the flag in... and presto!
This is only the start of your troubles, but it's worth persevering with, the game actually gets easier once you're past the next room.
John M Rose.

LOST PATROL (B8)

I recently bought this brilliant game, and I've found a great cheat.
If you rest for ten minutes, strength and morale improve by two points and no food is used up. This means you can keep taking ten minute breaks so your strength and morale remains high. Seeing as you only use rations at night this saves food too.
James Sherrington

ROCK 'N' ROLL (A4)

To get to any level you need to type in 'Rainbow Arts' on the high score table, then, on the next screen, you must type in a numeric code. For example level 8 is 08XX2222XX80, for level 32 32XX8888XX23, the first number is the chosen level, the last number is the level number reversed, and the middle numbers are the sum of the ciphers of the level number.
Claudio

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

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MI TANK

Can one tank platoon really make a difference against a Russian onslaught? They just might, with the help of CU's essential Commander's guide.

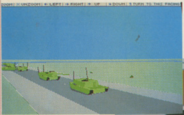
World war three's broken out and your battalion's in the front line. Your first task will either be defending against the initial Red Army push, or counter attacking against a strong point. Start the campaign against second line troops. When you feel up to it move onto First Line troops, these are more inclined to retaliate and dig in fast. Don't get out of your pram and go for veterans – these guys will kick your butts. Elite Guards aren't worth fighting; you start off badly equipped against a highly skilled, well outfitted enemy who'll roll straight over you.

Basically there's two types of mission; attack and defence. Let's deal with the attack first.

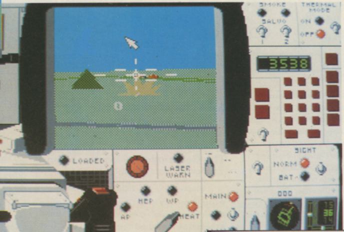
When S2 (battalion command) asks you nicely to take point red 2 on the map you need to be careful. Just because the bad guys are defending it doesn't mean that's where they're going to keep their equipment. Usually infantry and personnel carriers are stationed at the actual location while the heavy armour is distributed hull down on nearby hills. Against anything but second line troops you'll be com-mitting suicide by attacking a defended hill straight on.

Try to out flank the enemy. Take the furthest route around the main target; set the formation of the platoon for echelon, pointing inwards to the battle field. Eventually your should start getting behind the enemy positions. This is the tank equivalent of catching your enemy's broadside, their armour is weaker on the side and that way they present a larger target.

If you have a support team use them to run round the other side of the enemy fortifications. Don't rely on artillery to solve your problems; the best result you can expect against a tank is to knock out it's tracks, possibly

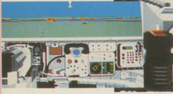


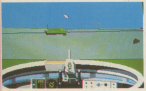
Left: Your tanks line up alng with the support teams in preparation for the missio.



GENERAL HINT
Combat experience improves the per-formance of your squad. On the whole your men should obey your every command.

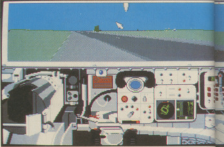
GENERAL HINT
If you want get into the thick of the action take over one of the four seats in the lead tank.





Above: Bombarding an emeny strong point with HEAT shells can cause damage to personnel carriers even with a near miss.

Left: Reserve your 50. calibre gun for close range skirmishes and shooting down enemy aircraft.



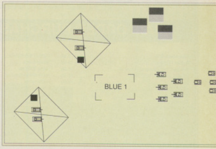
its weapons if you're really lucky. However strikes can be devastating when aimed at infantry then vehicles. Remember, if you attack infantry with artillery they will seek cover inside their carriers; so it's best to go for their vehicles first.

Defending is a lot harder that it sounds. For a start you shouldn't keep your tanks together. If possible station your tanks on adjacent hills and catch the bad guys in the cross fire. A Russian assault is nearly always lead by the heavy armour, with BMP and BTR's following up behind. Save any artillery strikes for when the enemy enters Blue 1. Remember to position your tanks hull down; this involves parking up just behind the crest of a hill so only your gun and a small portion of your tanks tough, front armour is visible.

If things become really rough, try counter attacking. It sounds far fetched countering a full scale assault with four tanks, but it can be done. Leave two tanks overlooking the battle field while the remaining two come round the side, and drive parallel to the enemy assault, again attacking the flank. Only use this tactic if you think you're going to be overrun, as it takes skilled shots from the flanking tank gunners to make a real difference.

If you have air support call it in immediately. This will help pin point enemy positions as well as keep them occupied.

Most important of all think ahead. Move hill by hill and try to get round a well organised enemy rather than tackle them head on. Never underestimate the importance of your support teams. They're not there for you to use as cannon fodder, they do make a difference to the outcome.

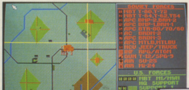


A typical Russian assault is always lead by heavy armour with BMPs bringing up the rear. Splitting your platoon up and placing units on adjacent hills gives you a greater field of fire.

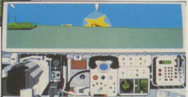
PLATOON

Rule number one for any trainee platoon is to graduate from the firing range with a good knowledge of defence, and, more importantly, using your gun without the battle computer. Practise moving your platoon round obstacles and controlling individual team members.

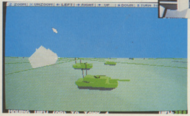
When you think you've gained enough experience in commanding a platoon you can move onto the real thing thing. Select the first of the single engagements which is an all out assault. Just go for the enemy's throat in an all out attack. Get used to having live ammunition raining down on your head.



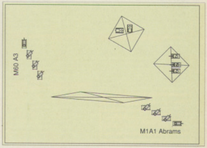
Your armour has destroyed the main Russian strong point and your infantry is well placed to fight off any counter attacks.



When a battle is fought at close quarters your .50 cal gun can tear Russian BMPs apart.

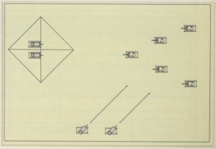


The best way to defend any hill is to position your tanks hull down, as in this picture. This will leave exposed only a small amount of the most heavily armoured part of your tank.



When attacking enemy strong points, try to get round the side or the back as enemy vehicles are normally positioned hull down facing towards you. An echelon is the best formation for this.

In case of emergency, counter attack. In this instance two tanks are left providing cover, while two tanks counterattack on the enemy's vunerable left flank.



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UNREAL

Here's everything you wanted to know about Unreal, in a unique screen by screen guide courtesy of Andy Green.

Level 1 — 3D Section

Where possible, collect all crystals to keep your shield at its maximum (99). Other crystals provide you with additional weapons, invulnerability, additional scores etc. When completing this level (after plenty of practise) try to have a shield rating over 70.

Level 2 — 2D Section

1.1 While moving right kill the first and second birds and duck under the third

1.2 Avoid the man eating plants.

1.3 Jump right avoiding the plants' fire. Use your sword on the plant. As you land jump left avoiding the rhino's laser. Hit the rhino three times with your sword.

1.4 Use your sword on the fire. Wait until the fire's flames pass then walk right.

1.5 Kill all the plants then collect the crystals. Go right.

1.6 Stand on the rocks to the left of the gap and kill the first two birds.

1.7 Jump across the gap, kill the monster and collect the crystal he leaves behind.

2.1 Kill the bad guy and jump right, avoiding the spikes; do this twice.

2.2 Kill the monster and jump up, there should be a rock with stars revolving around it. Whack it twice with your sword.

2.3 Top the first bad guy, go right then jump right to avoid the spikes. Stand next to the gap and hit the bad guy eight times.

2.4 Go left, jump left and hit the rock with stars around it to stop the rock fall. Stand to the left of the rock under the tree then jump up and hit the rock. Walk left. Hit the falling rocks three times until they flash. Go right and move to the middle of the grass patch. Use your sword to extinguish the fire on the log then move right. Keep doing this until the fire's out completely then walk to the right of the screen.

3.1 Move right and use your sword on the first falling rock. Now go to the left of the first rock fall. Hit the next rock then jump right and collect the crystal. **3.2** When the rope swings back for the second time jump at it. Jump off of it on the other side then jump right to avoid the spikes.

3.3 While moving to your right kill all the bees. Jump over the fire, kill the bad guy then use your sword on the fire.

4.1 Keep moving right while avoiding the bird's bombs. Hit the grasshopper with your sword then jump left twice. When the grasshopper attacks and moves back, go right and hit it again. Repeat this until it's killed.

4.2 Kill the bad guy and the plants.

4.3 Jump onto the log. Wait until the log moves back before you jump onto the next one. Use the method to get all the way across the screen.

5.1 Same as 4.3

5.2 Go to the top of the grass mound. Jump up, kill the monster and collect the crystal.

5.3 Kill the critter.

6.1 Avoid the flames, kill the tiger and collect the crystal.

6.2 Jump up, kill the birds, collect the crystal. Use your sword on the bridge then move right off the screen.

6.3 Jump right and avoid the broken bridge. Kill the serpent and collect the crystal.

7.1 This is tricky. Avoid the gaps and the stars. Hit the falling rocks with your sword, quickly jump right, grab the crystal and kill the tiger.

7.2 Hit the rocks three times, until they flash.

7.3 Wait for the bridge to appear, then jump onto it.

7.4 Use your sword on the log, then jump jump onto it.

8.1 Wait until the plants fire passes then jump right, do this again when the hill you're standing on rises.

8.2 Attack the bubbles with your sword, jump right, collect the crystal and jump onto the log.

8.3 Jump across the gap, wait for the bubbles to pass, then jump on to the next patch of grass.

8.4 Use the logs to cross this screen.

9.1 On this section keep walking right while avoiding the bird's bombs. Kill everything in your way and collect all the crystals.

10.1 Same as 9.1

Remember. Beating the mosquito is no mean feat. . . .

The numbers preceeding each tip refer to the sub-level and screen on that sub-level (eg 2.3 = sub-level 2, screen 3). Let caution be your motto to survive the 2D sections. Don't rush into long jumps; get as close as possible to a hazard as possible before leaping it (unless the instructions say other wise). On the 3D sections it's always safest to try to collect the crystals because energy is more important than weapons to your dragon.

Hit the snowballs to get off the screen

10.2 When you reach the spikes, jump right and use your sword on the fire.
10.3 Jump over the fire and the spikes, killing all the birds you encounter.
10.4 Stand on the rocks and jump onto the logs.
10.5 Use your sword on the dragon's head (it'll flash if you hit the right spot).
10.6 When the log is falling jump left onto the rocks to avoid the dragons flame. Repeat this until the dragon's killed.

Level 3 — 3D section

The same river as on level 1. Kill everything you come across and collect the crystals. When you reach the section with the dolphins jumping out of the water keep to the left and you won't get hit.

Level 5 — 2D section

1.1 Use your sword on the fire, then move to the left of the gap. Hit the snowballs, jump right and hit the other snowball. Kill the dragon and leave the screen.
1.2 Repeat 1.1
2.1 Wait until the wind passes. Go right and keep ducking to avoid the arrows. At the same time stand to left of the gap and kill the monster, jump over the gap, collect the crystal and kill the bad guys.
2.2 Wait for the wind to pass again; jump across the gap; kill everything and get of the screen.
2.3 Kill the fast monsters, wait for the wind then kill the flies while standing to the left of the gap.
3.1 Jump onto the moving rock and hit the small rock at the bottom of the screen. Go up, kill the monster then leave the screen without attacking anything else.
3.2 Keep going right while avoiding the monsters.
3.3 Kill the moving heads and destroy any snowballs that come near you.
4.1 Jump onto the rope, hit the crystal stars, jump off the rope. Now walk across the gap. The stars you collect will form a bridge.
4.2 Move right and hit the moving ball.
5.1 Keep moving right while attacking the bubbles.
5.2 Jump onto the ice berg (use the joystick to steady yourself).
5.3 Wait for the bubble to pass before jumping onto the ice berg.
5.4 Same as **5.2** and **5.3**

You'll need to keep your eyes open on the 2D sections. It's easy to miss an important item or to fall foul of nasties. You may not be moving that quick but your opposition can still out smart you.

The fire sword is your finest weapon but don't get too attached to it as it'll only be in your possession for a while.

6.1 Jump right to clear the last ice berg.
6.2 Keep moving right killing everything, except snowballs and rhinos which need to be jumped over.
6.3 Collect the moving ball with your sword. Use your sword to clear the icicles.
7.1 Destroy all the snowballs.
8.1 Walk right killing all the monsters; avoid the icicles; collect the crystals; use your sword on the fire and go back to where you started.
8.2 Duck and use your sword on the flashing up arrow to make it point down. **8.3** Kill the birds, jump over the rocks and avoid the spikes.
9.1 Destroy all the snowballs then jump across the gap.
9.2 Use your sword on the flashing arrow to change it to up. Go right and use your sword on the fire.
9.3 Go right and kill all the birds.
9.4 Jump onto the rope, move to the top and jump off. Do this with the next rope, too.
10.1 Jump onto the rope then jump off the other side. Destroy all the snowballs.
10.2 This bit is very important. Make sure you collect the ball otherwise the end-of-level monster will be indestructible.
10.3 Kill the monster with your sword, but be quick about it.
10.4 Congratulations.

Level 7 — 3D (approaching the castle)

On this level do your best to avoid getting into trouble as there are no crystals. Follow this guide to stay in the clear:
Bats — Stay at the centre bottom screen .
Lightning — Same as above.

UNREAL

YOU CRASHED

This sequence moves fast – and so should you

Fire Balls — Keep to the middle.
Catwalks — Up and down only.
Circles — As above.
Monsters — Keep firing!

Level 8 — 2D Section (inside the castle)

1.1 Use your sword on the chain to the right of you. Jump on the log and hit the fire with your sword.
1.2 Destroy all of the barrels. Hit the pot and collect the crystal.
1.3 Kill the serpents in the grill.
2.1 Kill the serpents and the monster (avoid the flames).
2.2 Kill the men behind you while moving right.
2.3 Kill the furry monsters that jump towards you and collect the crystal.
2.4 Kill all of the round monsters.
3.1 To kill the large mosquito stand on the edge of the first step, then jump up and keep hitting it.
3.2 Kill the bad guys, move right, then turn round and hit the pot that falls behind you.
4.1 Jump right twice over the flames.
4.2 Kill all the monsters while moving right.
5.1 Destroy the barrel and jump over the spikes.
5.2 Kill the dragon then stand on the rocks, jump onto the log as it moves towards you and hit the flame in the castle window with your sword.
5.3 Aim for the skeleton's head.
5.4 Hit the flame in the window again. Almost there now!
6.1 Use your sword on the flame.
6.2 You need to be quick to kill this monster.
6.3 Kill the skeleton.
6.4 This is the last monster. Just keep aiming for the fire, and pray
that your shield holds up.
6.5 The end!

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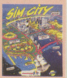

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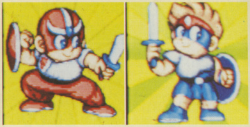
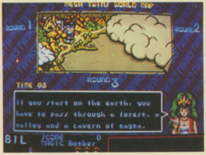
ARCADES



Pang-style. The elder twin is on the right, the younger the left.

MEGA TWINS



If you start on the earth, you have to pass through a forest, a valley and a cavern of magma.

About a few years ago, Capcom decided to invent a brand new chip set for its games. So it locked away several hundreds of Japan's finest electronic engineers in a special high-tech lab, sent in food at regular intervals and kept everything under unprecedented security for nine-and-a-half weeks until they came up with the CP System board.

And the punters looked out upon the first games produced by the system and said, "Look at all those sprites moving around with lightning speed and the zillions of colours and the not-bad-at-all sound." I must admit, I thought that *Ghosts n' Ghouls* and *Forgotten Worlds* were very good as well. Since then, however, something of a creative blight struck Capcom (notwithstanding the terribly dull but commercially successful *Final Fight*) — but it does seem to be coming out of the gloom this month with a couple of excellent releases. Take *Mega Twins*, for example.

Something the Japanese do better than anyone else has got to be the cutsie stuff — and *Mega Twins* is as cutsie as it gets. Beautifully drawn cartoon characters, a nice bright palette, plenty of surreal humour — plus bags of playability. What more do you want from a game, eh?

The plot is straightforward good vs evil as you (or you and a friend) battle through the land of Aluria to wipe out the bad guys and regain the Throne.

You've got a variable start position. Choose from Earth, Sky or Heaven in ascending order of difficulty. My favourite has got to be starting in the Sky, as you fly about by means of wearing hats with ducks attached to them. They quack. Loudly.

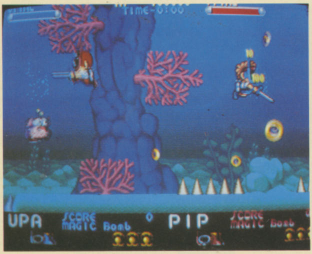
With simple game mechanics – and the odd surprise attached – *Mega Twins* is the ideal arcade bash for gentle relaxation, rather than one that'll have you gnashing your teeth in frustration. Well worth the investment, and certainly a candidate for a cracking Amiga conversion. Let's hope we see one from US Gold before too long.

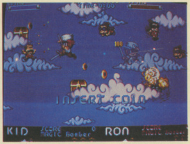
John Cook

CAPCOM

> **“Cute arcade romp – absolutely quackers”**

SOUND	92%
GRAPHICS	94%
PLAYABILITY	85%
CONVERTABILITY	90%
OVERALL	**91%**



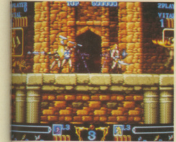


The clouds look like octopi and there's a real rag bag of characters, some of whom have the ability to fly – oh, and watch out for those falling coins.

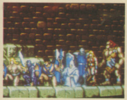
(Left) Bobbing along the bottom of the beautiful briney sea. Mega Twins has trendy, purple screens.

MAGIC SWORD

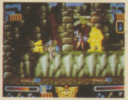
The second Capcom game to surface this month will seem far more familiar to Capcom fans. It uses many of the company's trademarks, most notably the familiar in-house graphic style, albeit with smaller sprites than usual.



The steps of the fortress, where your line up waiting battle. . . .



Outside the gate lies the huge and hideous yellow metal beast. . . .



It's a fairly standard fantasy bash, with your heroic self cutting a swathe through level-upon-level of Orcs, goblins and nasties in a castle that holds lots of good guys prisoner. But there's sufficient game variation to make it a cut above the rest.

Just in case you're getting a bit sick of power-ups at the moment, or shops that let you purchase kit upgrades, Capcom offer something different. In *Magic Sword* you pick up keys which – when you pass by cell doors – liberate the hero that's being held captive inside. He now follows you around, following your every move – and different guys have different powers. Ninjas throw shuriken, wizards lob fireballs and so on. It isn't enough to raise the game to the classic level, or make up for the fundamental lack of variation in the game – but it makes *Magic Sword* different enough to warrant a bit of investment.

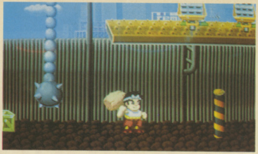
John Cook

CAPCOM

‘ If you're in a heroic mood - give it a go. ’

SOUND	80%
GRAPHICS	82%
PLAYABILITY	76%
CONVERTABILITY	83%

OVERALL 78%



HAMMERIN' HARRY

Better known for their blaster classics such as *R-Type*, *Hammerin' Harry* is the first ever jumping game I've seen from Irem – but it's the best I've seen this year.

Japanese graphics dominate – be it Harry's bandana or the bowls of noodles that get thrown at him part way down the first level. However, the game offers a level of sophistication in the control system that means you'll be piling the 10 pees into the coin slot, trying to get the hang of the moves you can make with a Hammer that's your only weapon and defence.

The problem is that the builders have moved in after you nipped down the shops for a quick Sushi and Chips – and in a series of levels (yes, with a big bad guy at the end of each of them) you must evict them from the lot.

Wildly playable, easy to get into – yet with enough to learn to keep you playing on and on – plus some fabulous sampled sound and surreal touches of humour. *Hammerin' Harry* gets my award for Game of the Month.

Play it – available at all good arcades near you.

John Cook

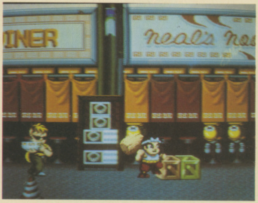
IREM

‘ Sure to make you jump with delight. . . ’

SOUND	92%
GRAPHICS	89%
PLAYABILITY	95%
CONVERTABILITY	90%

OVERALL 93%

Scarpering through the market pursued by a Maddona lookalike. . . .



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Aldritch
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0268 541126

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SY23 3AH
0970 625624

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Staples Corner NW2 7BA
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081 689 2166

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0784 67000

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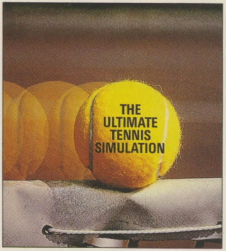

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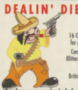

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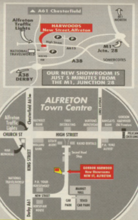

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VIDEO VIEW

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UPWORLD

VESTRON
RELEASE DATE November 19th

Plotline: Gnominal
Gimmick: Gnome improvements
Highlight: Going Underground

Casey's a cop, Gnorm is a gnome and Upworld is... a lot better than you'd expect a film to be, lumbered with a plot line like that!

Failing impressively in his task to catch a jewel thief, odd cop Casey is given one last chance. Should things go wrong then he's well on his way to being demoted to dull and routine traffic duties. Of course, things just don't work out. Skulking around contemplating his fate he discovers a small bag containing a large pulsating 'diamond'. Hot on its trail is Gnorm, the gnome, who proves to be the only witness to our hero's phenomenal cock up. It's this little guy in medieval garb who makes Upworld worth digging out. Animatronics is the magic word here. Unlike ET, who was bought to life by a legless actress standing on her hands in a silly suit (yes, really), Gnorm was worked long distance by a team of 19 men. It's hard to believe he isn't real and, as his dialogue stretches rather further than just a plug for BT phone lines, it's even harder not to wish he was!

★★★★

ENCOUNTER AT RAVEN'S GATE

CASTLE PICTURES
RELEASE DATE November (TBC)

Plotline: Aliens in Oz
Gimmick: Grotesquely funny fx
Highlight: The white light fiend

From the land of Oz comes this sizzling science fiction movie.

Eddie is the troublesome brother of Raven's Gate farmer, Richard. Sporting a peroxide blond flat-top and little round mirrored shades, Eddie is as at home in the outback as a wallaby in Watford. Also at odds with her surroundings is Rachael, Richard's wife, who spends her days painting anything that stops still long enough in a rainbow of arty farty colours.

Raven's Gate has been over taken by an alien force. It appears as an impressive wall of white light that moves through homes raising people's voices to sound like Micky Mouse on helium and finally frying them alive.

Inevitably, Richard and Eddie are consumed by the flames and Eddie finds his big brother has been left a few corks short of a hatful. In a frenzy Richard follows him home set, it would seem, on wrecking a kind of interstellar revenge for Eddie's earlier un-Bruce like messings with his Sheila.

With a whole variety of subplots ranging from the sublime to the ridiculous, Raven's Gate is bizarre, but fun.

★★★

MOON 44

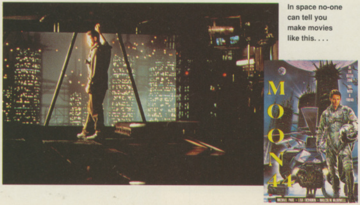
MEDUSA
RELEASE DATE 14th November

Plotline: Crooks form space patrol
Gimmick: Aussie beefcakes
Highlight: Spectacular lasers

In space no-one can here you dream or at least no-one heard Medusa dreaming of producing a sci-fi classic with Moon 44. Its star, Michael Pare, is one from the 'know the face' department and is everything you could want in a hero: mean, moody, rough and tough but with a heart of gold. He's sent to Moon 44 to join a group of criminals who've been offered the chance to go out in a blaze of glory as intergalactic Top Guns.

With the tough guys sacrificing themselves for each other left, right and centre and the rapid reformation of a pill popping young Michael Hutchence lookalike who's discovered that space is NOT the final frontier, you'll be reaching for the Kleenex, or the sick bag... Even so, the fx put Star Trek in the shade and if it's action you're looking for with plenty of big explosions and more than a handful of men charging around and killing each other then your mission has been a success. Put phasers on stunned and enjoy.

★★



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VIDEOVIEW

LEVIATHAN

CBS-FOX
RELEASE DATE 25th October

Plotline: Something fishy going on
Gimmick: Marine Boy meets Robocop
Highlight: Predator's fx expert

Leviathan could not have been more aptly named... No, not because of its elusive giant monster but because it has the grace and elegance of a walrus on a rock!

Director George Cosmatos (should that be comatose?) should have taken a leaf out of James (The Abyss) Cameron's book. Instead he has Peter (Robocop) Weller, looking lost without his tin suit, leading a group of underwater scientists to a sunken Russian ship. Two of the crew find a bottle of vodka and take a swig from it. In no time they've mutated into monsters and are chasing the rest of the crew around the ship in an Alien-style romp.

The monsters have been designed by Stan Winston, the man behind Predator's alien and Terminator's cyborg and who, incidentally, directed the much more enjoyable Upworld. With such fine credentials, why does Cosmatos choose to show us so little of this menacing creature? Probably for the same reason he insists on giving us motion sickness with his wildly confusing chase scenes. This one looks likely to sink without trace.

★★

SKI PATROL

ENTERTAINMENT IN VIDEO
RELEASE DATE 30th October

Plotline: Woman goes skiing
Gimmick: Hooch on the piste
Highlight: Canine one-liners

Lemon Popsical, Animal House, Police Academy and now Ski Patrol, the 'wild and wacky movie' has gone to the mountains.

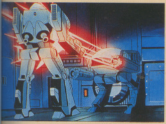
As ever it's a tale of good guys saving their homes/livelihoods/party from the interfering bad guys, the two sets of characters in this case are loveable Jerry and nasty smoothie Lance. Jerry and his friends want to keep the ski resort of Snowy Peaks as the kind of laid back place where people burst Fame-style into spontaneous bouts of song and dance. Amongst these goings-on is Jerry's drunken hound, a bulldog with eyes like swiss holes in the snow who always seems to step in with a canine one-liner whenever the gags start to run out. Lance is not a dog lover, (unless you include some of the not so decorative members of the 'female decoration' contingent), he's just a money grabbing partypooper. But like all oily jerks he gets his comeuppance and has as much chance of toppling our hero as doing the men's downhill on one leg. With a plot this dodgy it's contender for the perfect post pub schlock award to be consumed with a large whiskey... on ice!

★★★

"And Jenny in the middle is wearing a dayglo bikini and a sub Antarctic overcoat."

Remember. Please extinguish all cigarettes in your bathysphere (that was a public service announcement. . .).

Sean ups the periscope . . . and hi, I'm Spandau Ballet's new bouncer. . . .



ROBOCOP - THE CARTOON

LEISUREVIEW
ON SALE AT £9.99 FROM 1st October

Plotline: Marvellous
Gimmick: Robocop vs comic book nasties
Highlight: Robocop with real lead in his pencil...

In the movies anything goes, anything that is, that the budget will allow – fine if you've got Total Recall type dosh tucked up your sleeve, but for producers who want thrills and spills for little less than the cost of the bus fare home then animation's the answer. This October sees the release of cinema smash Robocop 2 and the sure-fire video hit, Robocop, Detroit Crimewave, one of four Marvel Video Comics on sell-through from Leisureview. Detroit Crimewave sees our pencilled in pal battling the Scrambler, The Brotherhood and finally, The Man In The Iron Suit, three adventures that bring him within seconds of being rubbed out. All colour and all action, this is the kind of video entertainment that can't fail to draw a crowd!

Anything that carries the Marvel name can't be bad and it may be comicbook but it sure ain't kid's stuff! Should you be the collecting type then Leisureview also have on offer Spiderman, The Fantastic Four and The X-Men.

★★★★

Gimmmee your last Rollo, Punks.

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THE KRAYS (RCA/COLUMBIA RELEASE DATE 2nd November
THE FABULOUS BAKER BOYS (RCA/COL) RELEASE DATE 6th November
THE HUNT FOR RED OCTOBER (CIC) RELEASE DATE October 19th
DARK ANGEL (EV) RELEASE DATE November 14th

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★★	**FAIR**
★★★	**GOOD**
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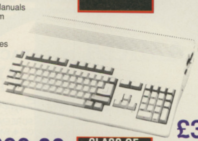

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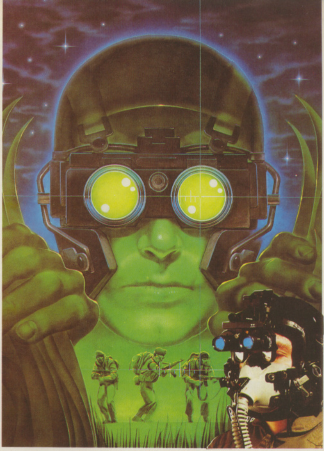

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An American pianist-musician claims her musical ability has been enhanced by aliens from the Pleiades star cluster.

Before her first extraterrestrial encounter back in 1981, this 42 year-old divorced housewife couldn't even play chopsticks. But her songs include such out-of-this-world lyrics as, "By and by we learn to fly, Within each other's heart. Space and time the ancient rhyme, Is overcome in our heart."

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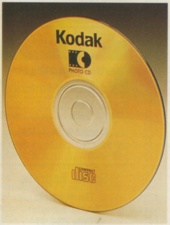
The battle plan goes like this. Locusts would be found by reconnaissance satellites and destroyed by advanced attack helicopters armed with laser weapons. If this failed, the strike force would use fuel-air explosives, a devastating weapon perfected during the Vietnam war.

At the moment, the United States and Soviet Union spend approximately half a billion dollars on highly toxic insecticides combating the yearly swarms of marauding locusts.



CD PHOTOS

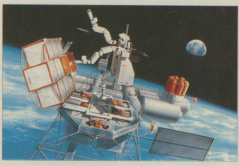
Eastman Kodak Company has announced a new photographic system – jointly developed with Philips – which can scan 35mm pictures taken with ordinary cameras and write these images onto compact discs. These pictures can then be played back on a television using the new Kodak Photo CD players manufactured by Philips. These special CD players can also be used to play ordinary audio CDs. You can also play Photo CDs on CD ROM-XA systems and the forthcoming generation of Interactive Compact Disc (CD-I) players.

The first Photo CD player is expected to cost under £300, but Kodak is predicting a Photo CD containing 24 pictures will cost around £9. Philips is also planning a range of Photo CD players with some exotic functions like random access viewing, zooming and cropping, and editing. This is made possible because the Photo CD system turns pictures into digital data which can be manipulated in any manner of ways.

ROBOT BUILDERS IN SPACE

Martin Marietta Space Systems latest project is the Flight Telerobotic Servicer (FTS), a multi-armed robot which will be used to support the assembly of the proposed U.S. Space Station Freedom.

The FTS will have two manipulator arms and one stabiliser arm which will be used to attach the robot to its work site. End pieces at the end of the manipulator arms act as 'hands' that will grasp tools needed for assembly and maintenance. The arms are attached to a body unit which houses the power, data management and processing, and communications systems. The body also contains two colour video cameras, and tool holsters. Cameras are also attached to the 'wrists' of the manipulators.



FTS will initially be controlled from an astronaut work station. Eventually, NASA expects the system to perform complex tasks with a single command. FTS may even become controlled through a Virtual Reality human-machine interface.

GOLDEN FUTURE FOR ROBOT OLYMPICS

The world's first Robot Olympics reached its conclusion last month with the promise of more.

Over three thousand people turned out to watch the two day's events which brought together robots from countries as far apart as Japan, Russia, Mexico and the US. Over fifty entrants competed in eleven events under pet names like Wilberforce, Asterix, Penelope, and Fatima - a javelin thrower.

The event started off with a slight hitch at the tongue-in-cheek official opening ceremony (overseen by actor Sylvester McCoy who plays Dr Who) when Trolleyman, a robot awarded the honour of carrying the Olympic flame, failed to emerge from the Parthenon Greek restaurant in Glasgow where the games were held. Another upset occurred during the Wall Climbing event, when the entrant from Portsmouth Poly, Robug II, left its lane and tried to mount the Russian entrant. Who said machines don't have feelings?

There were eleven events, including a multi-legged race, pole balancing, obstacle avoidance and javelin throwing. There was a Behaviour Event too, which was something of a dustbin category for miscellaneous entrants rather than a Barbara Woodhouse trial of manners. This was won by Genghis, a whiskered robot which moved when you brushed his hairs.

England was the overall winner, but then it did provide the most entrants. But the laurels for overall best robot went to Yambico from Japan.

The good news too is that the Robot Olympics is set to continue. The event will take place every two years, returning to Glasgow every fourth. Meanwhile Nagoya in Japan has tendered a bid for the 1992 Games. "I suppose we'll have to organize an Olympic Committee to deal with it all," said organiser Dr Peter Mowforth of the Turing Institute.

The Robot Olympics could become a monster out of control.

LET'S ALL MAKE A BOMB

Royal Ordnance, a British Aerospace Company, has dramatically increased its research into new ammunition systems for the 21st century. Amongst their military jargon you'll find such key-phrases as 'shaped charge liners', 'depleted uranium', 'hydrocodes', 'explosively formed projectile technology' and 'novel pulsed power technology'. Just what all this means largely remains a secret for the boffins in their bunkers, but in layperson's terms the Royal Ordnance Ammunition Division is perfecting the technique of blasting things to bits.

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MUSIC DIY

It's time to keep in time, as Amiga Musician Martin Walker gives hints on how to fit your soundtrack to the pace of your game

Some of you may have wondered why the majority of computer game soundtracks are so different from the mainstream of the music industry. In fact it might be more appropriate to compare them with the film industry, since records are primarily designed for listening (or moving!) enjoyment, whereas film soundtracks are mood setters; something to enhance the feeling of 'being there'. This is what many games set out to achieve - a believable 'microworld' into which the player can become immersed.

If you've ever watched any of those earlt 'talkies", before soundtracks were used widely you'll know what a difference it can make to the end result. Old films often have dialogue only; they betray their origins as stage plays where the live atmosphere and power of acting need no enhancement. To our modern ears, used to constant musical cues and the battery of special sound effects, they can seem rather one dimensional. Some of the first background music was simply well known classical pieces played quietly behind the action - we've become so used to every mood change and camera angle adjustment being followed by suitable music that these early attempts now sound somewhat incongruous

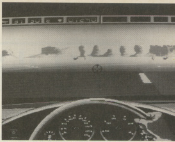
Tying in the music to the action in games can also be extremely effective - it is perfectly feasible to write an in-game track for a continuously scrolling shoot 'em up scored to ensure that the mood matches the on-screen scenery, with the arrival of the end of level monster heralded by a sinister change of feel. But it does take a little more effort on everybody's part; the musician needs a final version of the graphics to work with for the exact timing, and I'm afraid that much music is still commisioned in the final few weeks of product development. This normally means that there is little time to get the music installed by the programmer and get any feedback before the product hits the shelves. In fact there are several titles that I've written music for and never seen when finished - although most software houses do send you a complimentary copy.

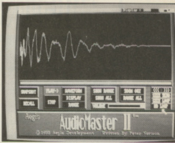
In an ideal world I'm sure most musicians would prefer to get plenty of notice - after all, time to write in a more leisurely fashion over a longer period should always produce a more considered and polished end result. Being able to leave one commision for a little while to work on something else (like writing a column for CU!) can certainly refresh the brain cells, and new musical ideas pour into your head when the keyboard is next fired up. The musical equivalent or writer's block certainly exists, especially after a ten hour session producing sound effects - your head simply won't take any more!

The more usual method of writing is to have several pieces of music, each to suit different parts of the game - level music might be stirring (to give you the courage to continue?) and the end of level monster might have a seperate theme which suitably chills the blood of a faint hearted player. The title soundtrack is always a special case. The music must 'get going' quickly, because although customers like to have a track lasting at least several minutes, more often than not, only the first section of it will ever be heard before the player starts the game. It's no good having an amazing guitar solo four minutes into the track if only ten people ever listen that far. Mind you, I do know people who record game music onto cassette and play it back in the car, but I suspect this is a minority passtime!

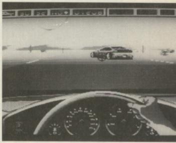
The first-time player will probably let the title credits roll once the game is first loaded and soak in the 'atmosphere', and first impressions of the game are very important. If at all possible, it is much better to have the whole of the game in memory at this point, so a single tap of the joystick button will immediately launch the player into action, although memory constraints can prevent this. Many programmers allow the music to sit in the memory buffer that is overwritten once the action starts - this allows instant gameplay without sacrificing precious bytes to the music permanently.

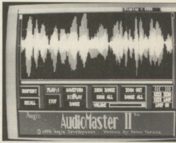
Style of music is obviously something personal to each game - and on the Amiga, sampled sounds allow you to get a wide variety of suitable 'flavours'. A particular feature of the game (metal graphics, space setting, underground location, military hardware) can often suggest a sound which can start you off in a certain sonic direction. Usually this initial impetus is enough to get a 'riff' which propels you forward. Sometimes the software house will want a particular piece of music copying (not the notes but the feel), and this is an interesting area in which to work - it braodens your outlook and is fascinating to explore. Otherwise it is an easy trp to fall into your 'usual' musical style; some computer musicians are first and foremost guitarists rather than keyboard players - and it's sometimes pretty obvious!


Drive to the juction and come to rest. . .

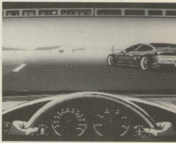


. . . so modulate your sound appropriately. . .


. . . but now that you've accellerated. . .



. . . you'll need a much more 'gutsy' sound. . . .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GRAPHICS DIY

This month sees the start of our four part tutorial on demo creation. Over the next four months CU, in collaboration with Bullfrog, will show you how to prepare and build your own animated demo, complete with sound.

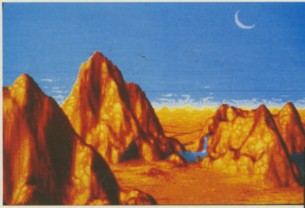
THE AIM

The animation you'll be doing is a variation on the intro to the movie '2001 A Space Odyssey'. A group of monkeys are sat around the base of a mountain, picking at bones. One of them throws a bone into the air and it comes down transformed into, not the infamous black monolith, but the CU logo. Interested? Then read on?

GETTING STARTED

With a project such as this, the key to success is preparation. The first thing you need to do is create a storyboard. Normally used in the production of movies, a storyboard is used both to plan how sequences are going to be arranged and as reference during production. Comic book-like in appearance, it consists of a series of annotated sketches with all relevant notes, showing roughly how each 'scene' works visually. In our case there are six scenes to sketch. The first is a long-distance shot of the monkeys sat at the base of a mountain with a volcano erupting. Second shot is a medium close-up of the monkeys sat around a fire, gnawing at bones. Next is a close up of one of the monkeys finishing off a bone and picking up another one. Fourth is a shot of the monkey's arm as it throws the old bone. Then a shot of the bone flying through the air and finally the CU monolith falling and hitting the ground. To make your storyboard, you have to start by visualising how each scene will look, and then lay down a few rough sketches of each scene. Don't worry about making masterpieces, they only have to be clear enough so that you can understand them. Don't spend too much time drawing them either, as you may decide to change them at a later date. Each frame has to show clearly what sort of scaling you intend to use, what the backdrops and sprites will be like, as well as any movement marked with, appropriately enough, movement arrows, showing what moves where. Feel free to mark rough notes as well to describe certain movements, such as the spinning bone. With each sketch, write a few short notes describing the main points of each scene. It may seem like a lot of work, but believe me, it's a lot easier than trying to work straight from your imagination. By the way, you don't have to work from our storyboard. Use your imagination and create your own. After all, it can only make your animation that little more original.

So you have your storyboard in all its completed glory. Now you have to transfer your ideas to screen. Step one is to create your backdrops. To begin with, draw a rough, and we do mean rough, backdrop. Even blobs of colour will do simply for the sake of layout and sizing. Let's begin with the first backdrop, a distance shot of the mountain (the monkeys are sprites, and will be added later). To begin with, you may just draw a green area at the bottom for the ground and some triangular grey areas for mountains (don't worry too much about the palette just yet, the colours can be altered a little later on) and the rest of the screen blue. Then you can begin to add textures and details. In Bullfrog's example, the mountains were drawn using a fractal generator for realism, but that's not to say you can't use your own imagination. A good tip is to

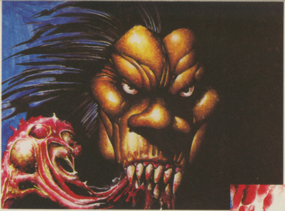


Creating the landscape for CU Amiga: The Space Odyssey. You'll propably want a "fantastic" setting, so don't be afraid to experiment with colours. As for the detail, why not search for ideas elsewhere? Travel guides, showing exotic landscapes, can give you some idea of how to get the "heat haze" effect you'll need for prehistoric scenery. You could be surprised at the variety of types of sky and rock you'll find skimming throough a glossy magazine. Be a magpie and take ideas. Why not?

CU Amiga: The Space Odyssey will be created in conjuction with Bullfrog, the Populous and Powermonger team. Simon Hunter will be responsible for guiding you through its early stages, but as the weeks progress he'll be joined by fellow froggers in imparting useful information for the beginner and enthusiast alike. Next month you'll be learning how to begin to animate and create sprites for your demo.

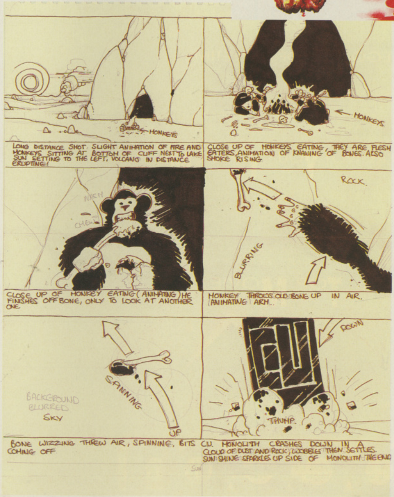
copy some mountains from a book or magazine using tracing paper, and then stick your trace to the screen and follow the lines, just like an Etch-A-Sketch. Don't worry about being exact, just make the lines as jagged as possible. After all, whoever heard of a regular mountainside? An easy way of adding texture to the mountain is to draw a jagged line down the middle, and then colour one side of the line darker than the other, giving an impression of light source shading. It's helpful to have a couple of pictures of mountains for reference. To brighten up the ground, why not add some small rocks and boulders, using the same system you used to draw the mountains. The sky can be left empty, if you wish, or why not add some clouds. If you are drawing thin clouds, a simple white shape will suffice, whereas if they are quite thick, make the bottom greyer than the top. If you like, you could make the sky completely overcast, remembering to make the ground objects darker.

So, you now have your storyboard and your first completed backdrop. Using your storyboard, draw the other five storyboards using the same system and you're there. Next month, we begin on the wonders of animation, and show you how to create sprites for your demo.



This will be your demo and it may end up on our coverdisk, so use your imagination. There's nothing to stop you using the storyboard below as a guide while drawing the backgrounds and the sprites to suit your own style. You can go for the macabre look, or for something more cute.

Graphics DIY is going to be a competition, and next month we'll be telling you all about the great prize there'll be for the winner, plus there'll be a special readers' discount for *DPaint 3*. So get inspired – and read next month's CU Amiga.



MONKEYS
MONKEYS
LONG DISTANCE SHOT. SLIGHT ANIMATION OF FIRE AND MONKEYS SITTING AT BOTTOM OF CLIFF NEXT TO LAKE SUN SETTING TO THE LEFT. VOLCANO IN DISTANCE ERUPTING!
CLOSE UP OF MONKEYS EATING, THEY ARE FLESH EATERS, ANIMATION OF KNAWING OF BONES. ALSO SMOKE RISING
ROCK.
BLURRING
CLOSE UP OF MONKEY EATING (ANIMATING) HE FINISHES OFF BONE, ONLY TO LOOK AT ANOTHER ONE
MONKEY THROWS OLD BONE UP IN AIR. (ANIMATING ARM..
DOWN
BACKGROUND BLURRED
SKY
SPINNING
UP
THUMP.
BONE WIZZING THREW AIR, SPINNING, BITS COMING OFF
CU. MONOLITH CRASHES DOWN IN A CLOUD OF DUST AND ROCK, WOBBLES THEN SETTLES. SUN SHINE SPARKLES UP SIDE OF MONOLITH. THE END
SUN

Storyboarding a computer game is no different from storyboarding a video. Start with a clear idea of how you want your animation to look and then develop it. Think through various scenarios and think about perspective, angles of view, and even – as in this case – whether you want to use a mixture of close ups, long distance or medium shots; "think pictures", just like a movie, in fact. Once you've gone this far you may have rough ideas about soundtrack and colour. "Sleep" on these and see whether they still seem sound. By now you should be exploring the techniques you'll need to put them into practise.

SCHWARZENEGGER

STARS IN THE MOVIE.
NOW YOU STAR IN THE GAME...

TOTAL RECALL

AS DOUG QUAID YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO REKALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.

THE EGO TRIP OF A LIFETIME

EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES. SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASINS, YOU DISCOVER THE SURREAL TRUTH -

YOU'RE NOT YOU - YOU'RE ME

YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY - YOUR MISSION IS NOW A JOURNEY OF NON-STOP ACTION, STRANGE MUTANTS, FUTURISTIC VEHICLES AND A STARTLING ARRAY OF WEAPONRY ALL CAPTURED IN SUPERBLY EXECUTED GRAPHICS AND A GAME PLAY THAT COMPLIMENTS THE SUCCESS OF THE

YEAR'S TOP MOVIE

...A NIGHTMARE
JOURNEY INTOTHE
21ST. CENTURY

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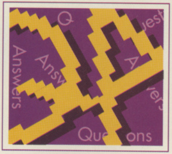
QUESTIONS



ANSWERS

Want to design your own games? Need to turn your Amiga into an "animation machine"? Chris Durham is here with technical advice for the fun-loving enthusiast.

GETTING BIGGER

If I had a hat, it would be off to you for putting out such a good Amiga publication! Well done! But as an American, living in Sweden, I must say that your spelling drives me crazy ('centre' instead of 'center' and the like! Ha!). What's a Yank to do with Brit. English?

Anyway, I wonder if you good people might do a rating of memory upgrades and how to use them? All this talk in the ads about 512 RAM expansion cards, clock chips, batteries, 8-up board chip, direct replacement for the A501 expansion, low power consumption, on/off memory switch, A590 chips, Pro-RAM Plus, Ram-master II and the like has nearly blown my own memory chip!

All I want to do is turn my Amiga 1000 into an 'animation machine'. For that it needs more memory. How do I put more memory into my system? For now, one meg is OK, but I might want more later.

Andy Sancleen,
Sweden.

■ ***We might do a round-up of memory boards, but in the meantime I can put you out of your misery on several of your queries. Most of the items you mention are actually for the A500 and will not fit the A1000, particularly any of the RAM boards for the A500. You will need to get a RAM board which is designed specifically for the A1000 and the best value is the IN1000 board from Bytes and Pieces. This allows you to expand by increments from an extra 512 kbytes (giving one Mbyte total) up to 1.5 Mbytes (giving 2 Mbytes total). The latter amount will be more than adequate for animation sequences. The same company also has boards up to 8 Mbyte, so you can really take your pick as to the potential expansion capacity, but obviously at a price. Bytes and Pieces can be contacted at: 37 Cecil St, Lytham, Lancs, FY8 5NN, UK and the IN1000 with 1.5 Mbytes will cost £250.***

As for having problems with the King's English, are we to blame for the fact that the Pilgrim Fathers who settled in America couldn't spell for toffee?

GAME ON

I'm interested in designing my own games. Are there any software packages which can help me?

Steve Robb,
London.

Two packages spring to mind. The first is the Shoot 'Em Up Contstruction Kit, released a few years back on the Outlaws/Palace label. The other is Mandarin's AMOS. Of the two we would go for AMOS which we reviewed in the August issue of CU Amiga. Tony Dillon descibed it as 'an incredible product'. It will set you back £49.99.

STAR TURN

I own a Star LC-10C colour printer, but it only works with the C64/128D. As an overseas reader, I cannot find accessories for the C64/128 anywhere. I want to connect the Star LC-10C to the Amiga.

Talal Tayyab,
Qatar.

■ ***It's not possible to connect an Amiga to the C64 version of the Star LC-10 printer just using a cable, because the interface and connectors are totally different. The C64/128 use an IEE serial interface, whereas the normal Amiga printer output is a Centronics one.***

There used to be a program called PRINTLINK which allowed text to be printed through a C64, but this is no longer available. Your best bet would be to sell the Star and put the money towards a printer with a centronics interface, including a standard Star LC-10C, which can be connected straight onto your Amiga with a normal IBM-Centronics cable.

WRITE TO Q&A, CU AMIGA
30-32 FARRINGDON LANE
LONDON EC1R 3AU

SOLO PLEA

I've just been given a copy of Aegis' *Sonixs*. It's ace, easy to use, with loads of sampled sounds. Many moons ago I heard a really heavy game soundtrack. It featured a brilliant guitar solo at the beginning. I'm trying to get hold of a copy so I can try to emulate it but I can't remember what it was called. I think it was from Ocean or US Gold.

S.Taylor,
Edinburgh.

Odds on it's a game called Wizball from Ocean. It's about three years old so it may be quite hard to find. The sound track certainly was impressive.

BASIC BOTHER

I have written my own Amiga BASIC program. How can I load my program in without having to load Workbench first (i.e to load and run like a normal game)? What is the best machine code book for the Amiga? It's for a beginner, who knows nothing about it.

Eddie Pickford,
Manchester.

■ ***Amiga BASIC is an interpreted language so you have to load the BASIC interpreter before you can run a BASIC program. It can never be quite like loading and running a compiled or m/c games program, although it can be done in a similiar fashion. First, create a disk that you can boot from, and copy across the minimum workbench files, the BASIC interpreter and your own program. Ensure that you have the file STARTUP–SEQUENCE on the disk in the 'S' sub-directory and add the following line to the end: AMIGA BASIC <your program name here> (Note that the < > brackets are not typed, just the program name itself). Now boot up your Amiga, using this disk instead of the normal Workbench disk and your BASIC program will load and run automatically.***

As for the best machine code book, this is a matter of personal taste since programming in 68000 m/c on the Amiga can be rather tricky, due to the multi-tasking ability. However, there is a good pratical guide from Abacus Software called 'Amiga Machine Language', priced at £21.95 and available from most Amiga dealers. There is also a matching disk available which contains many of the examples in the book to save you typing them in. Be warned though, that teaching yourself 68000 m/c programming is not as easy as you might think and a lot harder than BASIC.

ADDITIONALS

With a bewildering array of Amiga peripherals and software packages available, it's often difficult to decide on that all important new joystick or printer. Help is now at hand with the definitive CU guide to help you get more out of your Amiga. Each month we'll be reviewing the very best in books, disk copiers, stereo speakers, disk drives, and other important accessories.

JOYSTICKS

QUICKSHOT II PLUS

The old, trusty QSII joystick has been given a new lease of life by the inclusion of new microswitches to give a much more positive feel. This is an improvement over the previous version and should mean not only a faster response, but longer life too.

Verdict: A new version of an old favourite which is good value for money.

Spectravideo
Price: £7.90

COLOUR PRINTERS

STAR LC-10 COLOUR

With the Amiga's colour graphics of such importance to the appeal of the machine, many users want to be able to capture the images on paper. The Star LC-10 is a popular printer and the colour version will work well with the Amiga. The preferences printer driver must be selected as the EPSON JX-80, which the Star printer emulates. Although there are only four colour ribbons (Red, Yellow, Blue and Black), these colours are mixed together by overprinting to give a wide range of shades. Unlike an inkjet printer, which normally gives fairly faithful colour reproduction, the overprinting method with a dot-matrix printer like the Star does sometimes leave the overall picture rather darker than it appears on screen. While you can compensate for this by using the primary colours more than subtle shades, this does not help when printing predefined pictures from *D-Paint* etc. Despite this, the ability to print out a picture in colour has got to be a major advantage over a straight black and white printer. Text is just as good as the standard B&W version and a normal black ribbon can be fitted to save wasting the expensive colour ribbons. You cannot upgrade from the B&W Star LC-10 to the colour version, so if you think you may need colour printing in the future, go for it now.

Verdict: A good all-round printer with good quality text and adequate colour printing.

Star Micronics Ltd
Price: £298

OKIMATE 20

For sheer value for money it would be difficult to beat the Okimate 20. It prints in colour using a thermal transfer ribbon, which gives a kind of high quality, waxy feel to the picture. The quality of the colour can only be described as very good, particularly when you consider the price. Unfortunately the quality of the text leaves a lot to be desired, so this cannot really be considered as the only printer if you have a need for good quality letters etc. The Okimate 20 is a very small printer and the actual size of a full screen picture is smaller than on most other printers. It is also exteremely slow, particularly if the whole picture requires to be coloured in (i.e. no white background). The ribbons have the colours laid down one after the other, rather than in four continuous stripes, and since they are only single pass ribbons you will use them up at a fair rate.

Verdict: Despite some shortcomings, if you want a printer mainly for dumping colour graphics then this is good value for money.

Oki
Price: £149.99

ACCESSORIES

THE PHASER

This device taps into the internal and external drive signal lines of the Amiga and enables the user to see exactly what happens when the computer accesses the disk drive. It comes in a smart white and grey plastic box, and measures 3 inches wide by 6 inches long and $1\frac{1}{2}$ inches deep.

The unit can be plugged into the external drive socket of the Amiga and has four independent functions, each one indicated by at least one high intensity LED. Two LEDs indicate which side of the disk is being written too or read and another lights up when the computer is accessing the external drive. A useful write protect switch at the back of the unit will write protect disks in all drives, even if the disks themselves are unprotected. This will stop all viruses from being written to any disk.

The most important feature of this unit is in detecting viruses. For a virus to be destructive, it must first write to the disk. The write light of the Phaser will flash on at any time the disk is being written to. Boot block and Link viruses both write to disk within 10 seconds of switching on the computer. All you need to do is watch the indicator and if it lights you've got a disk virus.

CU
£10 OFF VOUCHER
This voucher entitles me to £10 off the regular price of The Phaser. Only one voucher per order.

The Phaser normally costs £34.95, but if you cut out the coupon on this page it's yours for only £24.95 plus £1.25 p&p direct from the inventor. Please make all cheques payable to John Dudley and send to: 118 Middle Crockerford, Basildon, Essex, SS16 4JA. The product comes with a 12 month guarantee and anti-tamper device.

SERVICE

DISK FORMAT CONVERSIONS

SRS Digital Engineers are a recently formed partnership specialising in disk and file format conversions. They can convert between about 450 different disk formats including MS-DOS, CP/M, Apple II, Apple Macintosh, Archimedes, some BBC, Commodore Amiga, 64, 128, Apricot, Atari, DEC, Epson, HP, Olivetti, SUperbrain, Tatung and Xerox. Phew! They do much of this on an Amiga 2000 but also use a dedicated PC for most of the C/PM work. They don't process games or copyright software but will convert data files, text, or Basic programs. They can also undertake conversion of many file formats by arrangement and some of their work is in transferring commercial database data for other systems, eg mailing lists to DBase.

As many of CU's readers upgraded from the 64 to an Amiga this is an ideal opportunity to convert files. Normally this service would cost £6 per disk converted, but as an exclusive offer to CU readers, SRS will only charge £3 per disk, adding a maximum of £1 for p&p no matter how many disks are sent, up until 26th November. Please include a disk with your order and

mention that CU sent you or you won't get the discount.
Write to SRS at: 15 Shaldon Way, Fleet, Aldershot, Hampshire, GU13 8ET.

BOOKS

AMIGA FOR BEGINNERS

Many first time users of the Amiga complain that the supplied manuals really don't go into enough detail. This book is intended to take the beginner through some of the features of the Amiga in a more logical manner and to explain things in a more understandable way. There are some things which could easily have been left out; how to unpack the machine, for example! However, the book does go into more detail than the manuals about many aspects of the Amiga and the explanations are certainly clearer. Included are four example programs in AmigaBASIC with the reasons why particular constructions have been used. Other areas included are: Workbench, AmigaDOS and the CLI, a rather too short glossary of computer terms and a 'First Aid' section for use if something goes wrong. Again, this section is really too short to be of great value. There is a companion disk available with all the BASIC programs on it.

Verdict: If you really are struggling with the manuals then you could do a lot worse than this book, but it does have its limitations as well.

Abacus
Price: £12.95 (Companion disk £14.75)

AMIGABASIC INSIDE AND OUT

Those people who have tried to write AmigaBASIC programs using just the CBM manual on the subject will have quickly realised that you almost have to know a command exists before you can look it up to see what it does! This book goes into detail about all aspects of AmigaBASIC, explaining the many examples and allowing you to progress in a logical fashion from simple programs through to some quite complex constructions. All the main areas of the Amiga are covered and like many of this series of books there is a companion disk available to save you having to type in all the example programs.

Verdict: If you want a comprehensive guide to using AmigaBASIC, then this is money well spent.

Abacus Price: £18.95
(Companion disk £14.75)

UTILITY SOFTWARE

AMOS

Billed as 'The Creator', AMOS Basic is designed to make program creation easy; or at least, easier than doing everything from scratch. Because the Amiga is quite a complex machine, anyone upgrading from a machine like the C64 suddenly found themselves in difficulties when they tried to use all the fancy features. While AmigaBASIC has commands to handle many of the Amiga's features, to write even a half decent game was difficult. AMOS allows programmers to concentrate on the design of the game, without worrying too much about how the fancy effects are actually achieved. With over 500 commands, the AMOS Basic language gives you a power over the Amiga only previously available to the most dedicated programmers. In addition to the AMOS program there are a number of utilities that come with it. These include a sprite editor, a sprite grabber (which allows you to create a sprite from any IFF format picture), a background screen designer, and a very handy HELP facility which can be loaded into memory for use while you are running AMOS. Also included is AMAL, an animation language which allows you to generate smooth animation sequences for inclusion in your AMOS programs. Animation speeds are quite impressive. There are one or two problems if you own an A1000 with expansion memory; some of the screen displays go haywire and the system crashes frequently. These occured while running all of the 4 demo programs supplied as examples. A500 owners shouldn't suffer from these problems though.

Verdict: You still need the original ideas in order to write a games program, but AMOS will make it much easier to achieve a creditable end result. A must for budding games writers.

Mandarin Software (0625 878888)
Price: £49.99

FOOTBALL CRAZY

The Most AUTHENTIC MULTI-MANAGER Football Game Has Finally Arrived. After 2 Years Research & Development The Ultimate Game Is Ready And Waiting To Test Your Skills. FEATURES INCLUDE:-

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Complete league line up with 20 1st division teams and 24 in the 2nd, 3rd and 4th. End of season Play-offs with expulsions.

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Managers can be sacked or offered jobs at better teams.

All screens are displayed in a pleasant format, which is easy to use and comfortable to read. PRINTER facilities also exist.

Complete Instructions, for the beginner, are provided in a 16 page booklet.

...and would you believe it doesn't stop there! We have included many other fine details which are just impossible to list in this space. They include all the regular features you would expect like loading & saving your game, player injuries plus much, much more. The most genuine implementation of a Football Managers hectic season awaits you for only £19.95.

Take Your Team To The Top And Win The Double.

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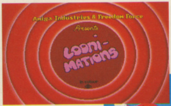
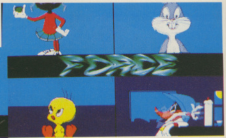
DEMOS

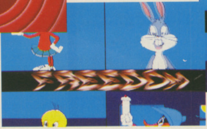
In the PD bag this month we have the new releases from the big names, exclusive news of Star Trek, the computer movie, plus a blast from the past with 100 C64 tunes.


Amiga Industries & Freedom Force
Presents
Looni-Mations

...there's even the classic toon's intro sequence.

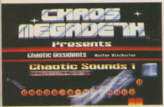
The Looney tunes demo from Virus Free PD features four classic cartoon characters, and lots of nice touches. . .

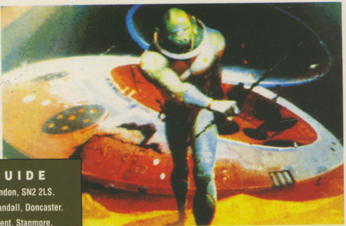




I tawt I taw a handsome screen indeed. . . .

The new Chaos megademo features loads of excellent sounds and zappy ideas.


CHAOS
MEGADEATH
Presents
Chaotic Dissidents
Master Winchester
Chaotic Sounds 1



Bionix from A Bit On The Side is a fairly standard PD shoot 'em up (but cheap). It does however feature a rather good intro and some decent music, so it just might be worth checking out.

SUPPLIERS' GUIDE

Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS.

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster.

The Deeper Domain, 128 Portland Crescent, Stanmore, Middlesex, HA7 1NA.

NBS: 132 Gunville Road, Newport, Isle Of Wight, PO30 5LH.

Seventeen Bit: PO Box 97, Wakefield, WF1 1XX.

Recoil PD: 10 Down Side, Epsom, Surrey, KT18 5EX.

ED-209
THE REVENGE
Code by COZ

ED-209, the revenge. D-Mob presents ED in his most violent role yet, blasting turtles, Batman, R@d@ and small dogs. The best bit of their new megademo. Available through the Deeper Domain.

2 BAD BOYZ
PRESENT

The Groove Is In The Heart ultra-mix by the Bad Boyz is now available from Virus Free, a must for any Deelite fan.

Fraxion present more blood and guts on Bonnie and Clyde, their contribution to Seventeen Bits' new intro's disk.

The Rebels are back with Subway, their new music and scrolly extravangaza. Distributed by Seventeen Bit.

DEMO OF THE MONTH

TITLE: 100 64 Greats
AUTHOR: N/a
SUPPLIER: A Bit On The Side
INFO: 1 disk, works on unexpanded machines.

PER HAKAN SUNDELL
AND RON BIRK
THE LEGEND CONTINUES

How about this for a nostalgia trip? One hundred of the greatest pieces of 64 music ported directly onto the Amiga, so they're accurate down to the last wail.

The disk features classics like *Commando, Parrallax, Master Of Magic*, and names like Martin Galway, Rob Hubbard Ben Daglish (these names may not mean too much to some of you, but they made a huge impact on computer music around 1985/1986). The only track lacks is *Wizzball*, which was fantastic.

If you ever owned a Commodore 64 this disk is for you.

OR EXTRACT ANYTHING
HIGHLANDER
FROM IT
ocean

Showjumper

EMOS DEMOS DEMOS DEMOS DEMOS

Crazy Joe's

Public Domain Software for the Amiga

OUR LIBRARY NOW STANDS AT OVER 1,000 DISKS! HERE ARE JUST SOME OF THEM

016	Space Ace Demo	680	Learn & Play (for the kids)
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Risk	118	Dry Dock Anim	79	Cool Cougar (1Mb)	34
Track Record Game	288	Wave Sailing (1Mb)	251,252	Robocop Anim	327
Diplomacy	116	Werner Game	78	Gymnast (1Mb)	22
Miami Vice Remix	287	Flexibase	239	Wordwright W.P	325
Skyfight	114	Monia (D&D Game)	72	Walker 2 (1Mb) Anim	9
Max Headroom	286	Unreal Demo	224	Luxo Teenager (1Mb)	166
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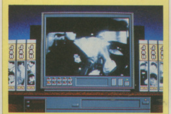
DEMOS

TO BOLDLY GO...

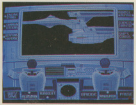
Tobias Richter is undoubtedly one of the masters of Amiga animation. His regular contributions to the European PD scene has earned him many accolades, now he's taking his talents one step further with his latest project: *Star Trek, The Computer Movie*.

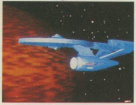
The problem with Richter animations is that consume memory by the bucket load. Although some of his more recent releases have been scaled down to fit onto unexpanded machines, his best work has always appeared on the meg only format. *Star Trek the Movie* will change this by being released on video only. It has some of the best animation sequences we've seen on the Amiga.

Currently on release are animation disks 33 and 34 and slide shows 9 and 10 which feature excellent movie stills and sequences.



Next month we'll be announcing the winners of Demo Competition, plus telling you how you can get your mits on copies of the winning demos.





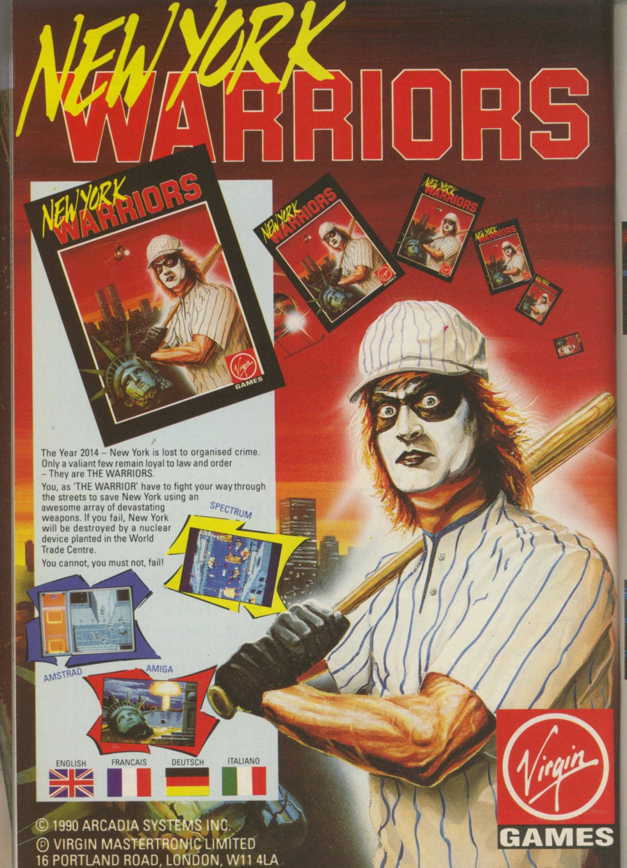
PD OR NOT PD

Public Domain software is intended to be copied and distributed by anybody. It includes utilities, games, or demos put out by programming crews showing off their various talents. PD is a cheap, easy way of getting hold of some really top quality software. Keep an eye on this section for a definitive roundup of hot new releases. If you have any demos of your own which you would like featured in this section, send them to: **Readers Demos, CU Amiga, Priory Court, 30-32 Faringdon lane, London, EC1R 3AU.** Please enclose an SAE if you want your disks returned.

PD TOP TEN

V-Graphics S-Sound
U-Utility G-Graphics M-Miscellaneous

1	U	Essential Utility Disk
2	S	Funky D
3	M	MudBrain Megademo
4	V	Fraxxion Revenge
5	S	Power Remix
6	V	Donald Duck
7	G	Star Trek
8	G	Eddie Scan Show
9	M	Mental Hangover
10	S	Enhanced Music Maker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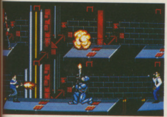
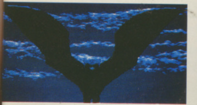
next month

DISK EXTRAVAGANZA Choose your own Christmas number one. Not only will CU be bringing you exclusive reviews of the top name games, but we'll let you decide which one is bound for the top slot by giving you playable demos of not one but three of this year's Xmas releases, including the license of the destined-to-be-a-smash film Robocop 2.



ARCADES SPECIAL Read about it first. All of the latest coin-op releases brought to you from our man-on-the-spot, John Cooke. First of two special conference reports, this month's comes from the Associated Leisure Preview at Hammersmith, the January feature from the American Machine Operators Association in New Orleans.

NEW AGE GAMING The second of our American special news pieces comes from New York and the Intertainment Show. Read about the latest in interactive toys and cyberspace gaming systems. Plus interactive chat shows and television in the twenty first century.



PLAY TO WIN The very best in informative tips, maps and annotated screen shots. The Immortal, Mean Streets and Shadow of the Beast 2 and a bulging Helpline bag awaiting replies.

READERS SURVEY Readers bite back! It's your chance to tell us what you think of us. Plus the first news of this years Golden Joystick games awards. It's your vote that counts.

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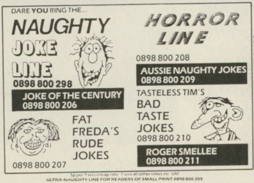

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